Yujia (Bobo) Wang

Seeking UX Designer Internship for Summer 2018

+1(404)245-6652 | yujia.wang@gatech.edu | yujia-wang.com | linkedin.com/in/yujia-wang

Experience

UX Developer Intern *Jul. 2016 - Jul. 2017*
Institute of HCI and Media Integration, Tsinghua University
- Helped users improve their text input ability on smartwatches
- Conducted research through experiments on human behavioral patterns for touch-input on the back of the hand
- Designed an interactive system to expand the text-entry interface on the back of the hand
- Built a text-entry prototype for smartwatches based on Android Wear and Arduino
- Used OptiTrack and MATLAB to collect and analyze user data
- Evaluated and improved the prototype resulting in an increase of 90% accuracy and 95% satisfaction

UX Designer Intern *Sept. 2016 - Dec. 2016*
Institute of Interactive Media Design, Tsinghua University
- Project looked into improving the visual design and information structure of the Chinese Traditional Village Museum
- Conducted comprehensive research on traditional Chinese villages through literature review and contextual inquiry
- Identified and categorized relevant contents that best serve the needs of various website users based on their feedback
- Used PowerPoint to redesign the interaction and information structure of the village production webpage

Selected Projects

UX Designer | FittingEasy (Universal Design) *Aug. 2017 - Dec. 2017*
Georgia Institute of Technology
- Group project focused on improving the fitting room experience of wheelchair users
- Conducted interviews and surveys to identify problems wheelchair users experience when shopping for clothes in physical stores
- Designed a solution that combines both online shopping and in-store shopping
- Used Sketch to create detailed user flows and wireframes for entering measurements and user profile
- Used InVision to build a prototype enabling users to reserve fitting rooms and check fit of clothes through system indications
- Conducted expert evaluations and usability testing on the prototype with the average SUS score of 84.375

UX Developer | WeHome (Smart Home System) *May. 2015 - May. 2016*
National Undergraduate Training Programs for Innovation and Entrepreneurship
- Group project focused on building a smart home system enabling users to control their normal household appliances remotely
- Reformed sockets with ZigBee to control household electric appliances and monitor home environment
- Developed a smart home interactive system that allows users to control and monitor their home by using WeChat
- Conducted expert evaluations and user testing to test the effectiveness of and satisfaction with WeHome

Education

Georgia Institute of Technology
Master of Science in Human Computer Interaction *Aug. 2017 - expected in 2019*
- Overall GPA: 3.78 / 4.0

Beijing University of Posts and Telecommunications
Bachelor of Engineering in Automation *Sept. 2013 - Jul. 2017*
- Overall GPA: 86 / 100 **Ranking Top 10%**
- Honors: Merit Student for 2015-2016, The First Prize Scholarship for 2015-2016

Skills

Design   Sketch, InVision, Axure, Illustrator, Photoshop, After Effects, Premiere, InDesign
Development   JavaScript, HTML/CSS, Bootstrap, Arduino, Android, Python, JAVA, C++, Processing, MATLAB
Research   Interviews, Surveys, Affinity Mapping, Persona, Journey Mapping, Usability Testing