Ziqian (Jeffrey) Wang

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EDUCATION

Washington University in St. Louis, McKelvey School of Engineering Expected May 2025
Bachelor of Science in Computer Science, GPA: 3.8/4.0 St. Louis, MO
Second Major: Communication Design, Minor: Human-Computer Interaction (HCI)

PROFESSIONAL EXPERIENCE

Ten by Three | **Designer** Sept. 2022 – Present
- Collaborating with Ten by Three – a NGO working on helping artisans in poverty around the world to sell their products (mostly hand-made baskets and decorations) to the United States. Working on redesigning their strategy for getting customer feedback and building connections between customers and artisans.
- Redesigned 'artisan cards' – small cards Ten by Three attached to their products with a photo of the artisan who made it and ways to contact them personally.
- Designing a mobile application linked to the NGO's database that allows users to access profiles of artisans they are talking with on their mobile devices.

Design for America (DFA) | **Designer** Jun. 2021 – May. 2022
- Collaborated with the greater St. Louis area YMCA to work on a project titled "Campus Y" which aims at designing a physical facility for local youth and teenagers in St.Louis to engage in extracurricular activities
- Conducted social research by interviewing local youth and YMCA faculties to identify design objectives and modify design decisions
- Met with the YMCA coordinator team representatives to discuss progress and potential design decisions biweekly
- Engaged in discussion and exchange of design innovations with students designers from colleges across the country (e.g. DFA Yale, DFA CMU, etc.) through the national DFA network

Shenzhen Accessibility Research Association | Research Assistant Intern Jun. 2020 - Jul. 2020
- Improved the accessibility feature of an online banking mobile app developed by Tencent for people with visual disabilities
- Conducted user tests with 10 participants with different levels of visual impairment to identify the design problems that cause accessibility issues
- Discussed with designer and development technicians from Tencent regarding issues collected from research studies and interviews to identify adjustable parts of the design and propose modification plans
- Organized and reported feedback to the technical development team with potential design decisions, including resizing the buttons, modifying the swiping gestures, etc.

SELECTED PROJECTS

VR-based Personal Project "Bubble Talk" | **Head Designer** Aug. 2022 - present
- Brainstormed a VR glass-based software named "Bubble Talk", which aims to enhance the communication experience of those with hearing difficulties by implementing multiple sound visualization measurements
- Designed the functionality to turn live speech into speech bubbles with transcribed text
- Interviewed 5 participants who experience different levels of hearing difficulties; recruited 2 members of the design team to work on refining the logistics of the software such as element animations, interface design, design ethics, etc.
- Developed low and mid-fidelity designs of user interface iterations; designed logistics of speech bubbles' movement, identification of speaker, and customizable settings
- Developing a demo for the envisioned user experience with Figma and Adobe After Effect (AE); recruiting technicians to move on to developing interactable prototypes that run on a VR display device (e.g. Oculus)

"Escape the Earthlings" | **Game Design** Jun. 2019 - Jul. 2019
- Developed the game "Escape the Earthlings" as a visual designer, programmer, and story writer with a team of five
- Created character design, character movement animation, and background and block object design as a visual designer for the game "Escape the Earthlings"
- Developed code for main character control and NPC movement in GameMaker using GML language

SKILLS

- Design tools: Figma, Adobe Photoshop, Illustrator, Indesign, After Effects
- Programming Languages: Java, Swift, Python, HTML, CSS, JavaScript, PHP, SQL, C, C++, GML
- Familiar IDEs & Text Editors: Eclipse, IntelliJ, VS Code, XCode, PyCharm, Game Maker, Unity
- Familiar Frontend Frameworks: React, Vue