Ziqian (Jeffrey) Wang

Jeffrey.w@wustl.edu | (203)-788-3740 | www.linkedin.com/in/ziqianwang2021 | github.com/jeffreyw2021

OBJECTIVE - A frontend web/software development job with my passion for Computer Science and UI/UX Design

EDUCATION

Washington University in St. Louis, McKelvey School of Engineering　　　　　　　Expected May 2025
Bachelor of Science in Computer Science, GPA: 3.87/4.0　　　　　　　　　　　　　　　St. Louis, MO
Second Major: Communication Design (UI/UX Design), Minor: Human-Computer Interaction (HCI)

SKILLS

- Programming Languages: JavaScript, CSS, Python, Swift, SCSS, PHP, SQL, Java, C, C++
- Frontend Web Frameworks: React, Vue, Angular
- Backend Web Frameworks: Express (Node.js), Laravel
- Server/Cloud: AWS, Firebase, Heroku
- UI Design tools: Figma, Adobe Photoshop, Illustrator, InDesign
- IDEs & Text Editors: VS Code, XCode, Eclipse, IntelliJ, PyCharm, Jupyter Notebook, Unity

PROFESSIONAL EXPERIENCE

WUSTL Fabulab - Memory Lane | Designer + Developer　　　　　　　　　　　Dec. 2022 - Present
- Designing key functionalities and user interactions for "Memory Lane". Developing an interactable prototype for demonstration of the AR features using Swift Storyboard and ARKit.
- Conducting secondary research on past studies about the treatment of dementia. Conducting primary research through interviews with individuals who have experience working with patients experiencing dementia.

WUSTL Molina Lab - Kinexus | Developer　　　　　　　　　　　　　　　　Dec. 2022 - Present
- Developing the business-end dashboard webpage for "Kinexus" using React.js framework.
- Developing and designing an interactable frontend prototype for the WatchOS version of "Kinexus" using SwiftUI.
- Developing the IOS version of "Kinexus", preparing for deployment and publishing to the Apple App Store.

Ten by Three, Inc. | Designer　　　　　　　　　　　　　　　　　　　　Sept. 2022 – Dec. 2022
- Redesigned 'artisan cards' – small cards the company attached to their products with a photo of the artisan (mostly in regions of poverty) who made their product and ways to contact them personally.
- Analyzed data on customer feedback rate from past strategies the company attempted. Redesigned their strategy for getting customer feedback and building connections between customers and artisans.

Shenzhen Accessibility Research Association | Research Assistant Intern　　　　Jun. 2020 - Sep. 2020
- Redesigned the accessibility feature of an online banking mobile app developed for people with visual disabilities.
- Conducted primary research through user tests with participants with different levels of visual impairment to identify the design problems that cause accessibility issues.

SELECTED PERSONAL PROJECT

VR-based Personal Project "Bubble Talk" | Designer　　　　　　　　　　　Aug. 2022 - Dec. 2022
- 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.
- Developed low-, mid-, high-fidelity designs of user interface iterations. Designed logistics of transcribing speech to text, speech bubbles' movement, identification of speaker, and customizable settings.