# Jeslyn Wang

+65 97711501 | jeslynwjx@gmail.com | Linkedin | Portfolio

## EDUCATION

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| **Singapore University of Technology and Design** | **Singapore** |
| • **Bachelor of Science in Design & AI** | **Sep 22 to May 26** |

- Relevant Coursework: HCI, UI/UX, Prototyping, Software Engineering, AI, Game Design, Cloud Computing

## TECHNICAL SKILLS

**Design Tools:** Figma, Adobe Illustrator, Adobe Photoshop, Canva, Capcut
**Programming Languages:** C#, Ruby, Python, JavaScript, HTML, CSS
**Frameworks & Tools:** Google Cloud Platform, Git, Postman, Unity, Aglie Methods

## WORK EXPERIENCES

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| **Building and Construction Authority (BCA)** | **Singapore** |
| User Experience Intern | *Figma, Canva* | **May 25 to Sep 25** |

- Led UX research with 10+ stakeholder interviews and journey mapping to convert regulatory complexity into clear, user-centered design recommendations
- Streamlined design-to-handoff workflows with 5–8 cross-functional partners, reducing iteration cycles

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| **Accenture** | **Singapore** |
| Technology & Consulting Intern | *SAP Enterprise Systems* | **Sep 24 to Dec 24** |

- Partnered with cross-functional teams to analyze 30+ user-reported issues across internal SAP systems, strengthening usability, reliability, and system experience
- Executed MAM testing across multiple devices and OS versions to validate security and compatibility
  Supported SAP security testing and system hardening, contributing to enterprise risk reduction and compliance readiness

## ACADEMIC PROJECTS

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| **Final Year Project, Game On!** | *Figma, Unity, Google Firebase* | **Sep 25 to May 26** |

- Conducted mixed-methods UX research with a total of 30+ participants (surveys, interviews, co-design), identifying key parenting pain points that shaped core game mechanics
- Iterated 4+ design cycles in Figma, validating usability, engagement, and problem–solution fit through continuous user feedback
- Designed and developed an end-to-end game prototype in Unity, deploying a fully functional Android build via Android Studio
- Ran qualitative usability testing with 10+ users, driving feature refinements that improved clarity, engagement, and task completion

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| **Human-Computer Interaction & AI** | *Figma, Ruby, AI, Google Cloud Platform* | **May 24 to Aug 24** |

- Conducted qualitative UX research with 10 users via observations and interviews, informing user flows, IA, and interaction design decisions
- Performed heuristic evaluations (Nielsen), identifying and resolving 10+ usability and accessibility issues across core interfaces
- Built and deployed a live web application using Ruby, enabling iterative usability testing and validating design decisions in production

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| **DBS Auto Prompt Payment** | *Figma, Ruby, HTML, CSS, Google Cloud Platform, PostgreSQL* | **May 24 to Aug 24** |

- Led the full design lifecycle from Lo-fi wireframes to Mid-fi Figma to Hi-fi coded prototype, iterating across 4+ design cycles
- Conducted UX research and evaluation with 10 users, applying usability testing, journeys, task flows, personas, and competitive analysis to drive design decisions
- Designed a service-oriented UX architecture using RESTful APIs and microservices, supporting 3 core user flows
- Built and deployed a high-fidelity prototype in Ruby on Rails, connected to a cloud database, and deployed on GCP (Cloud Run) to validate real-world usability

## LEADERSHIP

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| **SUTD College-Wide Student Government Organization, ROOT** | **Singapore** |
| Events & Welfare Director | **Dec 22 to Feb 24** |

- Organized the Students Organizations Showcase for over 600 Freshmen, promoting extra-curricular activities

## ADDITIONAL INFORMATION

- Fluent in English and Mandarin (spoken & written)
- Currently in a dance crew under OSchool & love videography
- Available for full-time job from Jun 2026