CHUCHU WANG

http://chuchu.space   imtruetrue@gmail.com

UX/UI Designer

917-319-1034

WORKING EXPERIENCE

Profiles in Perspective (Aug - Nov 2016)
Web Designer/Developer

PIP is a professional and private membership social networking platform. Participated in the Web UI / UX Design of PIP and be in charge of both front-end and database programming.

SiiZU Fashion Studio (Jul - Aug 2016)
Web Designer/ Developer

SiiZU is a Fashion Studio which focuses on offering high-quality and ecofriendly apparel made with sustainable manufacturing practices directly to customers at an affordable price point. Participated in the UI / UX Design of SiiZU's website and be in charge of front-end programming using Shopify.

Longxi App Design (Nov 2015)
iOS UI/UX Designer

Designed a business App designed for Longxi Corporation, which is mainly composed of Longxi Restaurants, Longxi House Property, Building Materials Market, Property Fee, Car Washing and Hotel.

Intel China Software R & D Center (Jun - Nov 2014)
UI/UX Designer

Participated in the project which is responsible for making the existing textbooks electronically and aimed at the detailed demands of teachers and students at secondary schools in Shanghai.

PROFESSIONAL EXPERIENCE

Follow Me Website Game Design Project (Jan - May 2017)
Product Designer

A 2D website game for idolators to balance fans activities with friends, work in the real life. Designed storyboard, game scene, game mechanics and full production.

Island Hit Virtual Reality Game Design Project (Mar - Jun 2016)
Game Designer / Developer

A virtual reality game for dog fanciers to get rid of dangerous food for dogs by hitting islands on their perspective through Oculus where there will be forbidden food for dogs. Designed 3D models and animation, virtual reality prototyping and played user tests.

Bedtime Rush App
UI/UX Designer

Designed an app for intense graduate students named 20-40 years old who always put off their sleeping time to explore if the Rewards and Punishment System is effective on bedtime procrastination.

EDUCATION

Parsons School of Design (2015-2017)
MFA Design and Technology

Wuhan University (2011-2015)
BS Software Engineering
BS University Scholarship Recipient

SKILL

User Experience Design, User Interface Design, Prototyping, Wireframes, User Research, Game Design, Virtual Reality, 3D Modeling, Sound Design, User Test

SOFTWARE

Adobe Illustrator, Photoshop, Indesign, Premier, Experience Design, Sketch, Axure, Unity, Cinema 4D, HTML, CSS, Javascript, R Programming, Processing

EXHIBITION

Creative Writing and Games (2017)
Immersive Storytelling Syposium (2017)
The New School Parsons Playtech (2017)
Playcrafting Demo&Play (2016)