

# cheri wang

## product designer

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### education

#### **B.S in Product Design**

Emphasis in User Experience  
Information Technology Minor

#### **University of Minnesota**

2017 – 2021 | 3.75 GPA

### skills

**Adobe Suite** – Photoshop, Illustrator

**Prototyping Tools** – XD, Figma, Sketch

**Collaboration Tools** – Mural, Miro, Slack

**Programming** – HTML/CSS, Python, Java

**Design Thinking** – Idea Generation, Rapid Prototyping, User Testing

### design experience

#### **User Experience Intern, NCXT | Jun 2020 – Sept 2020**

Worked on 6 two-week sprints with the design and software development teams in an agile environment. Conducted 25+ individual usability test sessions to provide insights and recommendations for the current and future design of the app. Designed low and high fidelity wireframes for user testing, and made changes to the the final wireframes to pass off to developers.

#### **Graphic Design Intern, Minnetronix Medical | Nov 2020 – Present**

Create graphics and content using the Minnetronix brand guidelines, including slide decks, posters, and internal projects. Collaborate with the project and engineering teams to create and update packaging labels, product slips, and GUI.

#### **Graphic Designer, UMN Recreation and Wellness Center | Jun 2020 – Present**

As a member of the FitWorks Marketing Team, work specifically with the Center for Outdoor Adventure to create cohesive and visually communicative content that follows the RecWell's branding for social media, facility, and events. Designed posters and signage for the re-opening of the facility in regards to new COVID-19 guidelines.

#### **Project Lead & Digital Consultant, Design U | Jan 2019 – Jan 2020**

Worked with local clients to create functional Figma prototypes of their product ideas. As a project lead, led a team of 5 for 10 weeks through the design process in a sprint based environment. Delegated work and set milestones to ensure that the team was working efficiently and on track. Communicated directly with the client to plan meetings and choose a design direction in an ambiguous setting.