CHINWEI WONG

USER EXPERIENCE / USER INTERFACE DESIGNER

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I am seeking an opportunity to design simple, and delightful experiences that offer real value to people's lives.

EDUCATION

CARNEGIE MELLON UNIVERSITY	**MASTER IN HUMAN-COMPUTER INTERACTION** Anticipated completion date in Aug 2014 Relevant Coursework: Interaction Design Fundamentals, Interaction Design Studio, Web Lab, Programming User Interfaces GPA: 3.94
NATIONAL UNIVERSITY OF SINGAPORE	**BACHELOR IN SCIENCE** Completed in Aug 2010

EXPERIENCE

INTERFACE DESIGNER MAR 2011 - AUG 2013	**MINT INTERACTIVE** Designed, wireframed, prototyped and built user interfaces for web and mobile platforms. Managed projects involving multiple agencies, both local and international. Created information architecture and navigation flows for client projects to improve user experience.
RESEARCH ASSISTANT SEP 2010 - DEC 2010	**KEIO-NUS CUTE CENTER** Conducted domain and user research for multiplayer game installation designed to help bond intergenerational family members. Designed interfaces for a software mimicking human conversation using artificial inteligence.
INTERACTIVE DESIGNER SEP 2010 - DEC 2010	**INGENIO** Developed websites and interfaces to improve music education experience for young children. Worked with managers, designers and developers to align product to business goals.

PROJECTS

USER EXPERIENCE DESIGN LEAD JAN 2014 - AUG 2014	**CAPSTONE PROJECT FOR UPMC (CMU)** I am the User Experience Design Lead in a five-person team working to develop a patient-centered solution for hypertension patients. Design user flows, user interfaces and communication materials. Conduct user research and usability testing across iterative design process.
DESIGN LEAD JAN 2014 - APR 2014	**NEW ECONOMY WORKING GROUP (CMU)** I am the design lead in a three-person team to research, design, wireframe and prototype a solution to help address event conflicts.

HCI METHODS
Contextual Inquiry
Affinity Diagramming
Think Aloud
Heuritic Evaluation
Log Analysis
Competitive Analysis
Cognitive Walkthrough
Cultural Model
Service Blueprint
Experience Mapping

DESIGN
Adobe Creative Suite
Pixelmator
Sketch
Wireframing
Personas
Story Boarding
Prototyping

CODE
HTML5/HAML
CSS/SASS/Compass
Javascript

INTERESTS
User Interface Design
Interaction Design
UbiComp
Film and Digital Photography
Classical Guitar
Violin
Badminton
Science fiction novels
and movies