

Chinwei Wong

Classical guitar player and
photography enthusiast.
Currently a UX Designer at
TOTVS Labs.

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Work

TOTVS Labs (Sep 2014 - Present)

User Experience Designer

Defined the appearance and behavior of user interface components and their states across the product. Created engineering specifications using Sketch, Zeplin and Invision Inspect.

Defined flows and interactions across the product and built prototypes in Adobe XD, Invision, Framer Studio and HTML/CSS/JS to communicate with engineering and product team as well as stakeholders.

Created and prioritized tasks based on business goals. Conducted Sprint planning, demos, retrospective sessions to foster communication testing across iterative design process, and improve feedback loop within the team.

CMU Capstone project (Jan 2014 - Aug 2014)

User Experience Designer

Conducted user research activities such as interviews, diary studies, home visits to better understand the challenges patients encounter day to day.

Designed, built, tested and iterated on prototypes, from paper prototypes to a hybrid app running on Android devices.

Mint Interactive (Mar 2011 - Jun 2013)

User Interface Designer / Developer

Worked with clients across numerous industries including retail, manufacturing and hospitality to execute their digital campaigns and expand their web presence.

Designed websites and other digital marketing collateral in Adobe Creative Suite (Photoshop, Fireworks, Illustrator)

Built the user interface and interactivity for digital projects in HTML/CSS/JS/Flash.

Mixed Reality Lab (Sep 2010 - Feb 2011)

User Research Intern

Conducted domain and user research for multiplayer game installation designed to help bond intergenerational family members.

Designed the user interface for a software mimicking human conversation using artificial intelligence.

Education

Carnegie Mellon University, 2014

Master in Human-Computer Interaction (GPA 4.03)

National University of Singapore, 2010

Bachelor of Science (Chemistry)