

Christine Wu

Interaction Designer

English | Mandarin

<https://www.christine-wu.com> 

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13835108970 

Internship Experience

2019.05 – 2019.08

Product Operations Intern | Kwai Inc.

- Analyzed the results of operations by tracking daily data of the incubation product; summarized user feedback and reported related issues to the Product Manager.
- Worked across multiple teams and collaborated with different roles to ensure daily requirements were done appropriately, including creative content and product optimization follow-up.
- Possessed an in-depth understanding of our products and key features of competitive products; understood user behaviour and needs by analyzing user feedback.
- Executed feature implementation plans put forth by Product Operations Manager.

2018.05 – 2018.08

Interaction Designer Intern | Bimart

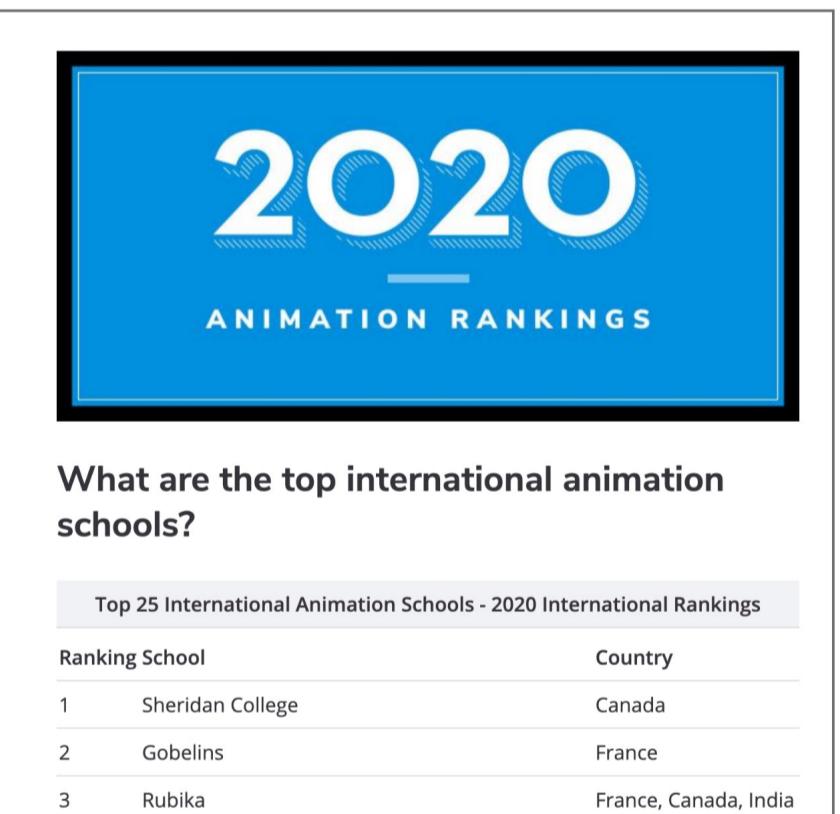
- Familiar with the company's financing operations and website; organized existing web interfaces according to structure and workflow and modularized the content.
- Conducted qualitative research and questionnaires from users, analyzed the target user's needs and pain points by summarizing and organizing the feedback.
- Provided optimization suggestions to UI designers that prioritize solving the problem of complex operation steps and the visual guidance chaos.
- Conducted competitor analysis based on the specific function and interface. Redesigned the wireframe for personal account functions and created interactive mockups.

Education Experience

2016.09 – 2020.04

Interaction Design | Sheridan College (Canada)

Sheridan ranked first in the world's top 25 international animation schools in 2019 published by "Animation Career Review". And Sheridan has developed Ontario's first four-year interaction design honours bachelor's degree.



Key Courses

Theory & Methodology

- A Research Methods in Human-Centred Conceptual Process for IxD I&II
A+ Usability for Interaction Design
A Contemporary Problems in IxD

Other Courses

Data

- A+ System Design: Databases and Dynamic Visualizing Information: Dynamic Data
A Visualizing Information: Data
A+ Design and Infor Arch

Design

- Visual Design and Computation
Design and Visual Language
Visual Design and Rhetoric
A Design & System Thinking
A Design Tools I&II

Coding

- Interaction Design: Interface
Interaction Media: Motion
A Computational Media

Practice

- Professional Practices for IxD I&II
A Interaction Design Studies I&II
A Collaborative Workshop I&II
Project Management
A IxD Portfolio Project

- 3D/Physical Computing
A Interactive Objects and Environments I&II
A IxD: Modelling and Materials
IxD: Physical Computing

Introduction

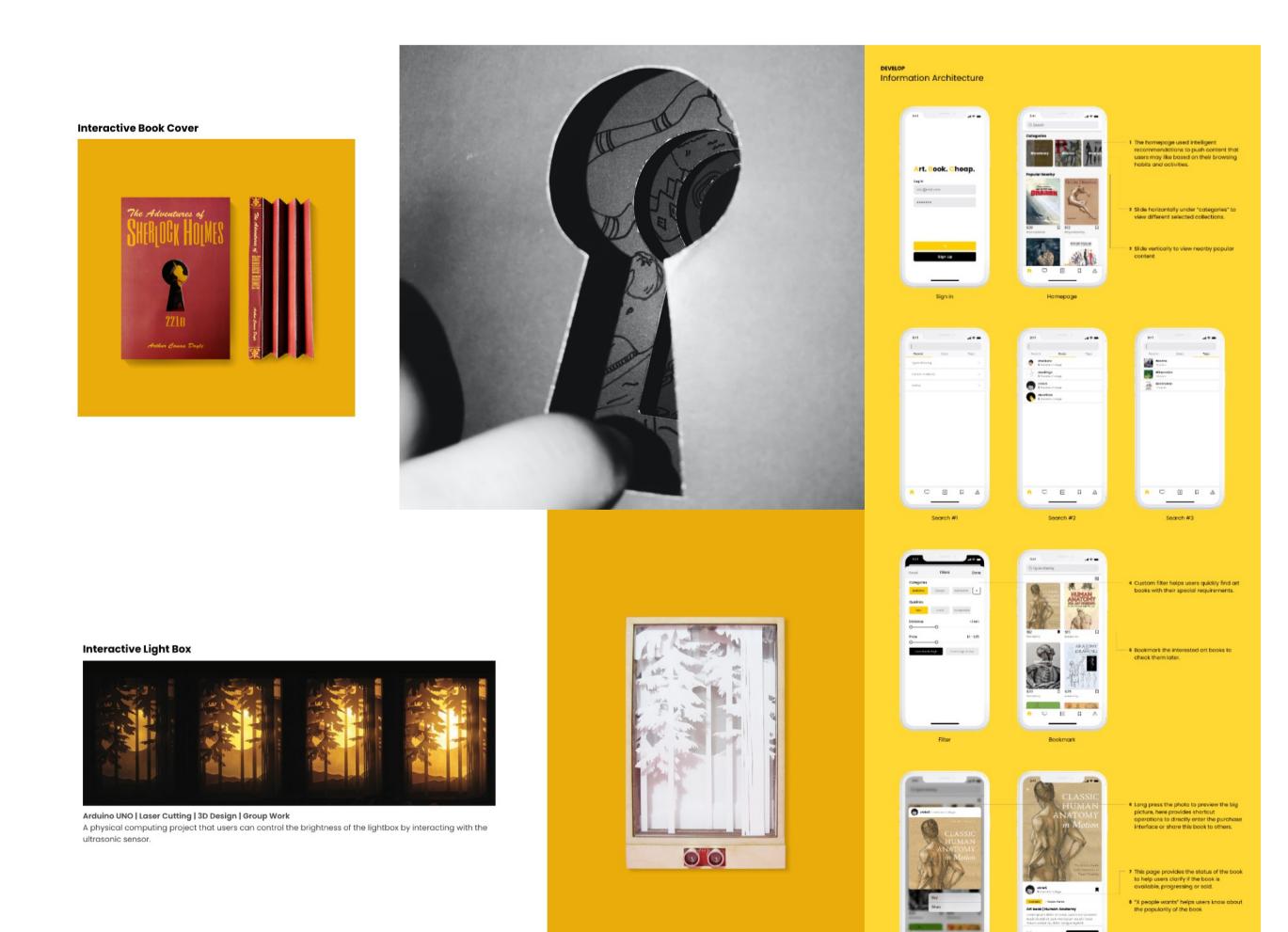
I'm a perceptual visual designer, trying to bring fun and value through design while exploring the world with curiosity. I graduated from the Faculty of Animation, Arts and Design (FAAD) at Sheridan College, majoring in Interaction Design. Sheridan offers a solid education across the creative spectrum. The faculty offers a professionally relevant education and provides opportunities to learn the latest technologies. During my undergraduate studies, I have participated in several team-based, Canadian government and social projects which developed my creativity, communication skills, and helped me gain experience in solving real problems.

Skills

- Proficient in interaction design software such as [XD and Sketch, and AI, PS](#).
- Skilled with multiple platform [design guidelines](#) including iOS, Android and Web.
- Familiar with script language [HTML, CSS and JavaScript](#).
- Possess fundamental skills in [hand drawing](#).
- Ability to create motion effects and handle [C4D, Ae and Pr](#).

Hobbies

Photography | Watching films |
Drawing | Zine Creation



Portfolio & Links

- <https://www.christine-wu.com>
<https://www.youtube.com/watch?v=adrLqKnYZIs>
<https://www.behance.net/gallery/95571541/A-B-C>
<https://www.youtube.com/watch?v=Kz-KdLWizjI>

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Course Practice Training - Team Projects

Project Name:

The Oakville Community Foundation (OCF) Oakville Heritage Trails Design Challenge

Background Information:

The Oakville Heritage Trails is celebrating its 20th anniversary as a crucial connection between people and the community. They asked students of the Interaction Design Program to help design trails, which would benefit more residents.

Contribution:

Before designing the solution, we conducted a field trip to better understand the trails from an accessibility perspective. Our final solution was to create a kiosk that provides easier wayfinding guidance to users to fit their different needs. I mainly designed the interface and mockup of the kiosk.

Course: Collaborative Workshop | 4th Year | 2020

Project Name:

Strive: The 2019 UX Research Conference Digital Installation Design Solution

Background Information:

UXR Conference is a global user experience research conference. It invites top UX researchers to present and share in a variety of topics creating a platform for people to learn, discuss, and expand their network. In 2019, the UXR conference was held in Roy Thomson Hall in Toronto. The organizer, UXR Collective (User Experience Research Collective), solicited relevant installation design solutions in the meeting.

Contribution:

Through on-site inspections and team research on installation design solutions in the venue, I was mainly responsible for the interface design of the prototype and usage scenarios explanation.

Course: Interactive Objects and Environments | 3rd Year | 2019

Project Name:

The usability test regarding MetCap Living (apartment rental platform)

Introduction:

Based on the preliminary research, I identified the current usability problems of the rental website by interviews, questionnaires, observations and other methodologies. I sorted and visualized the results into charts and forms, submitting the analytical report and proposing UX advice.

Course: Usability for Interaction Design | 3rd Year | 2019

Project Name:

UI/UX solution for Leading Minds Lab based on research

Introduction:

Using the design question given by the Leading Minds Lab (a mindset research entrepreneurship platform), "How might we create a platform that makes 'smart' connections between entrepreneurs and mentor teams...?" our group incorporated research, analysis, synthesis and evaluation to conduct the UX/UI recommendations. I was mainly responsible for visual design aspects.

Course: Research Methods in Human-Centered Design | 2nd Year | 2018

Project Name:

Canadian Mental Health Issue Report and Data Visualization poster

Introduction:

The prime minister, Justin Trudeau, has addressed Canadian mental health issues in a mandate letter to ministers from the department of mental health multiple times. I conducted secondary research based on the mandate letter, defined the problem, and conducted the investigation. I also integrated the final report from the investigation process and relevant data by using graphing design and data visualization.

Course: Visualizing Information: Data | 3rd Year | 2019

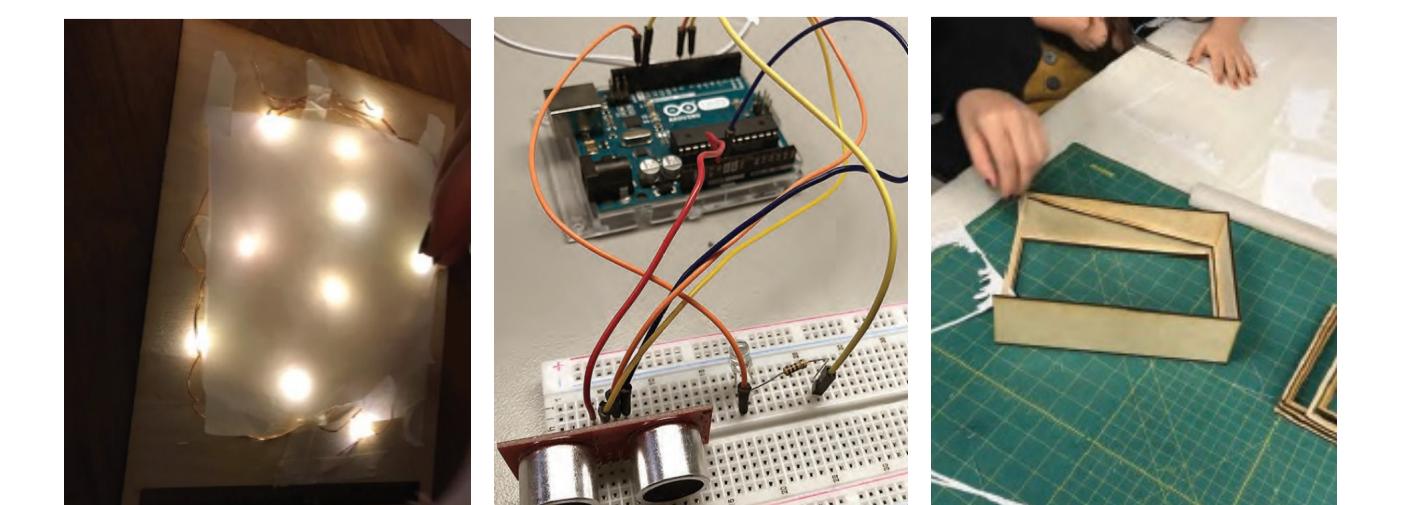
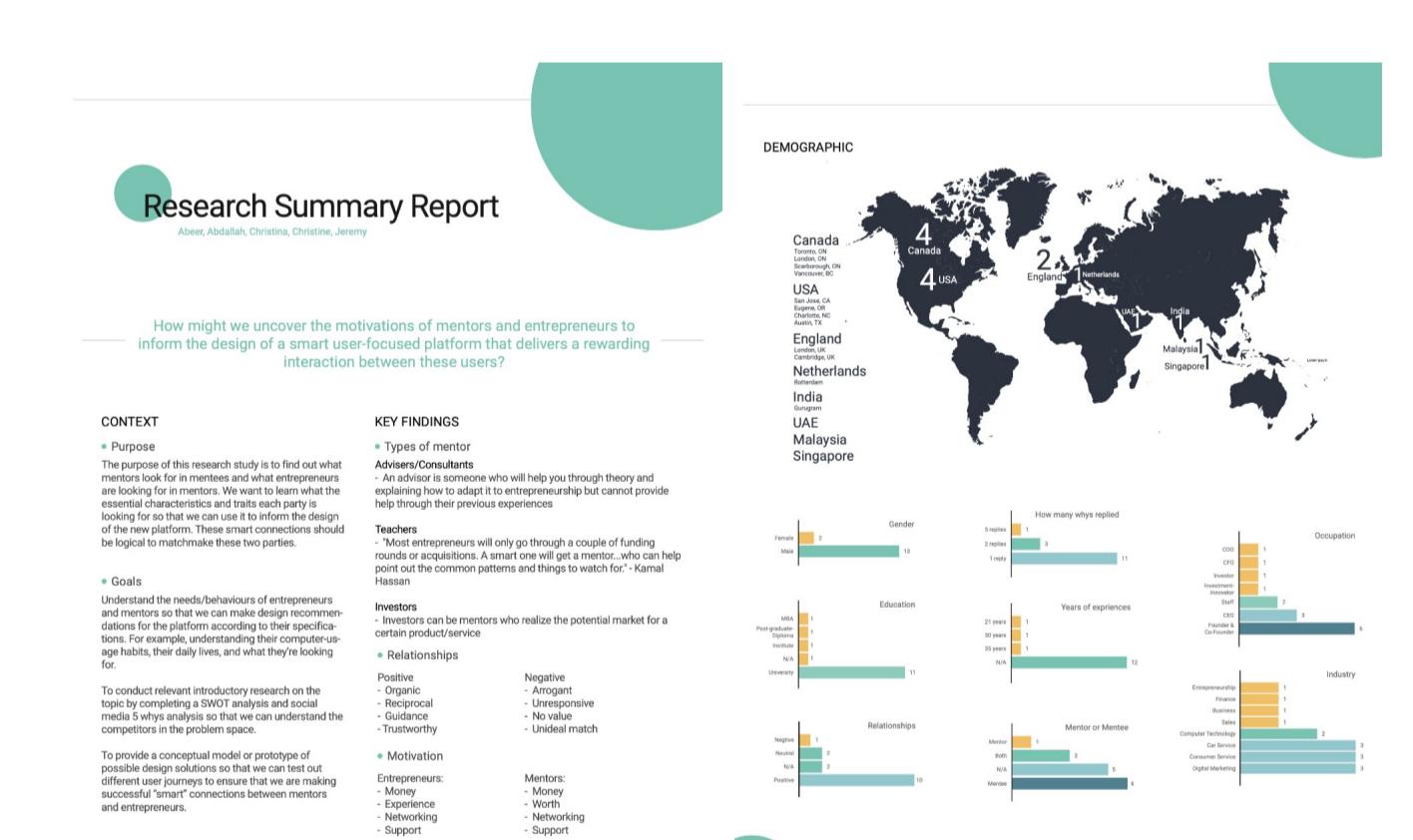
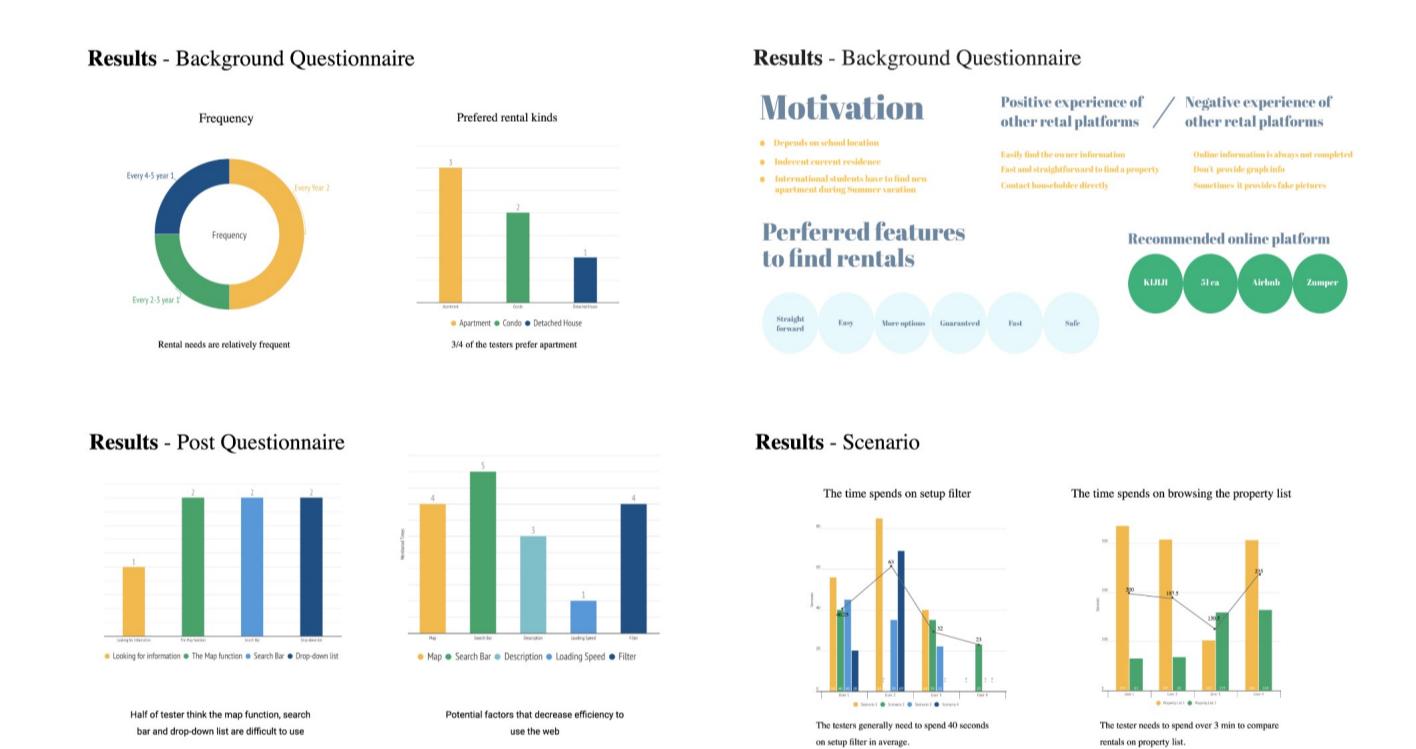
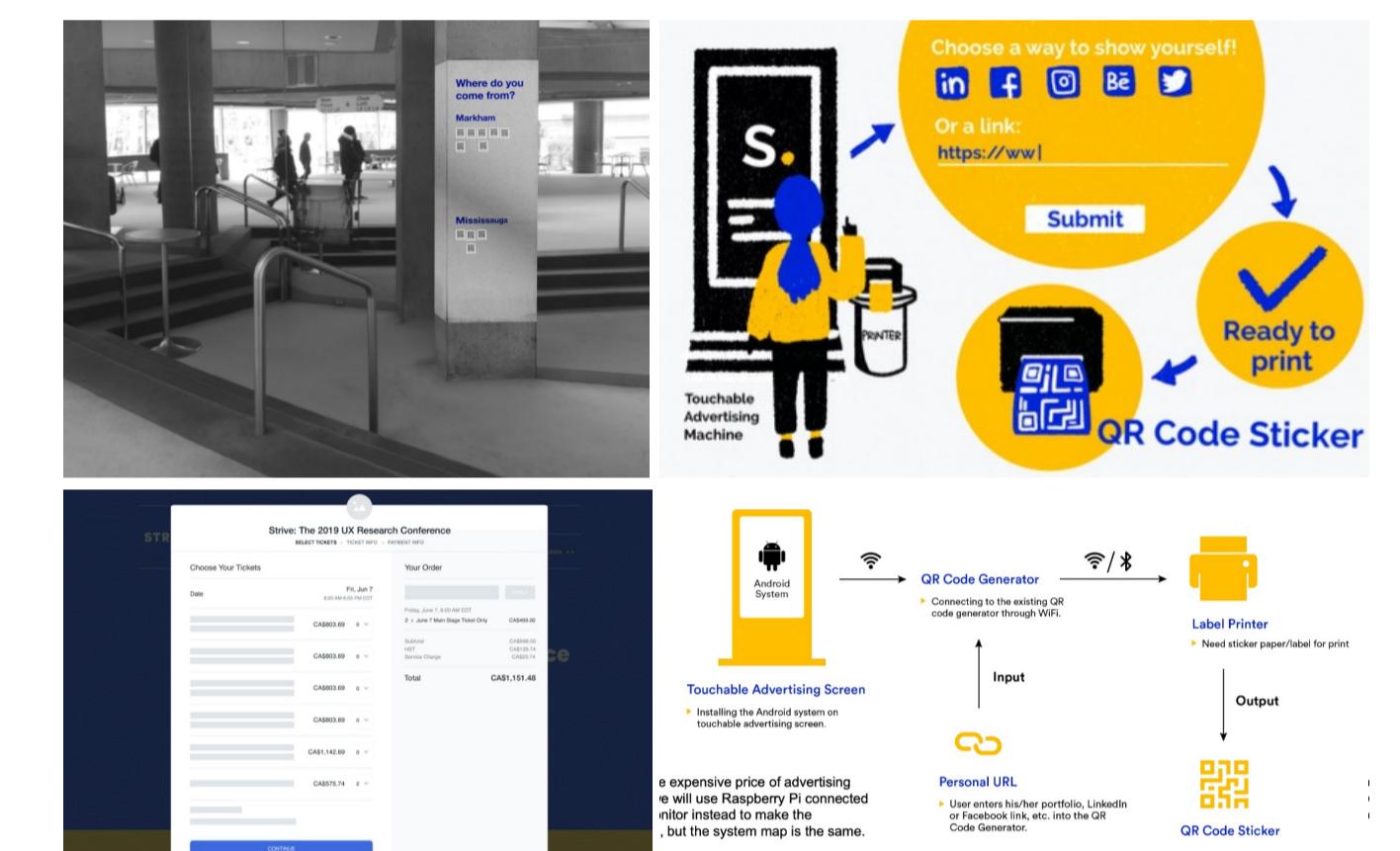
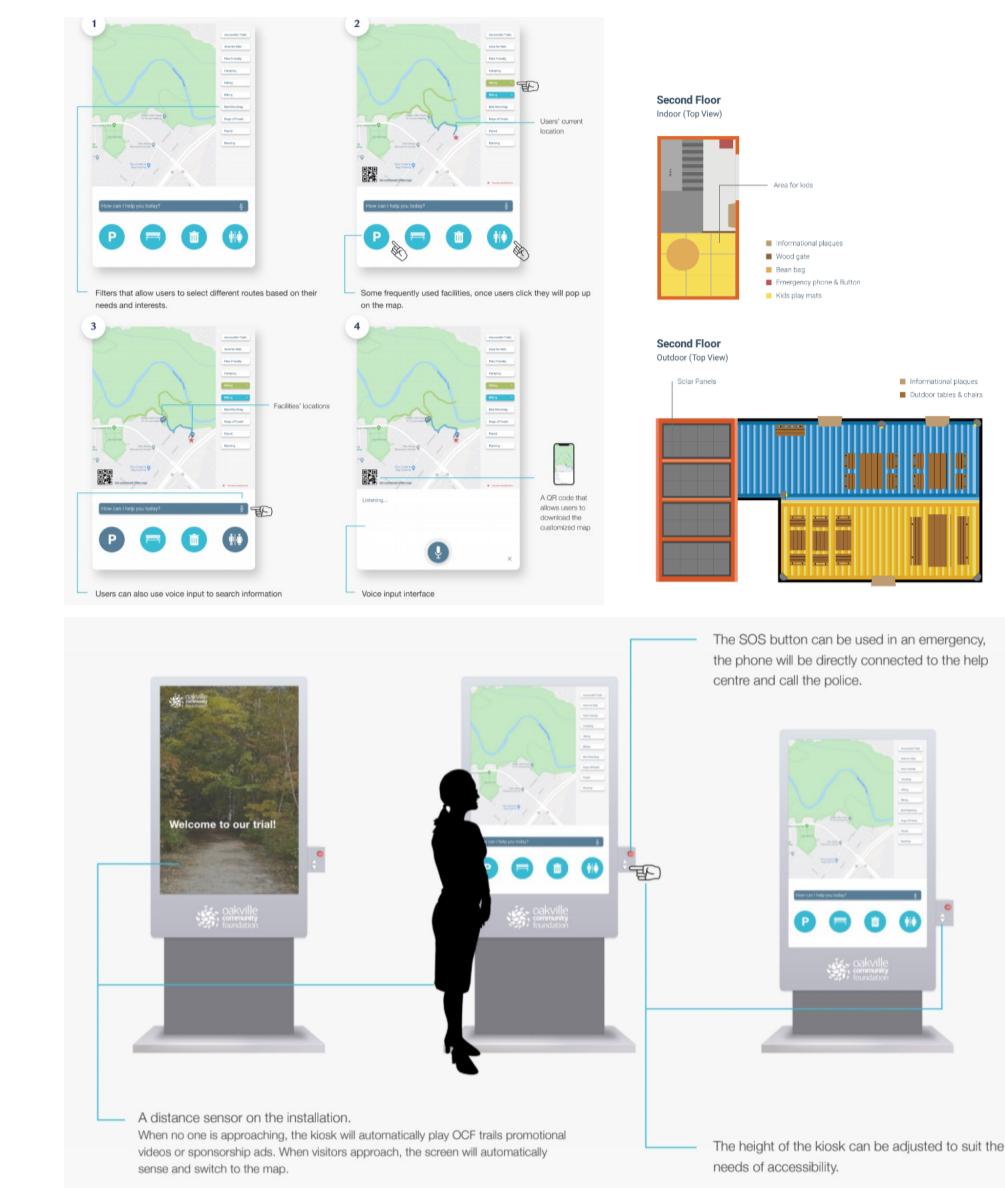
Project Name:

Distance-sensing lamp - a sensor-based physical interactive device

Introduction:

I was responsible for device design and assembly, using Arduino and ultrasonic sensors to make distance-sensing lamps. I also used multi-layer decoration to make the lamps more textured and outstanding the light changes.

Course: Visualizing Information: Data | 3rd Year | 2019



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Course Practice Training - Individual Project

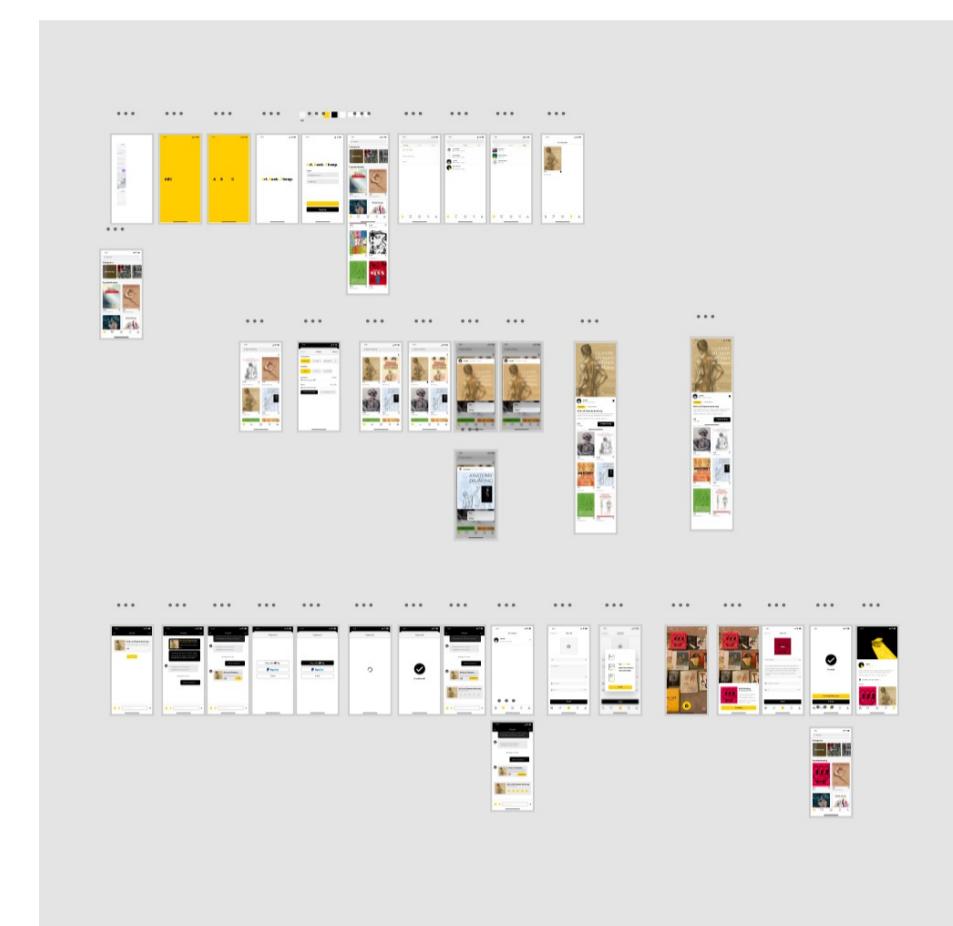
Project Name:

A.B.C - UX/UI solution of a second-hand art book trading platform

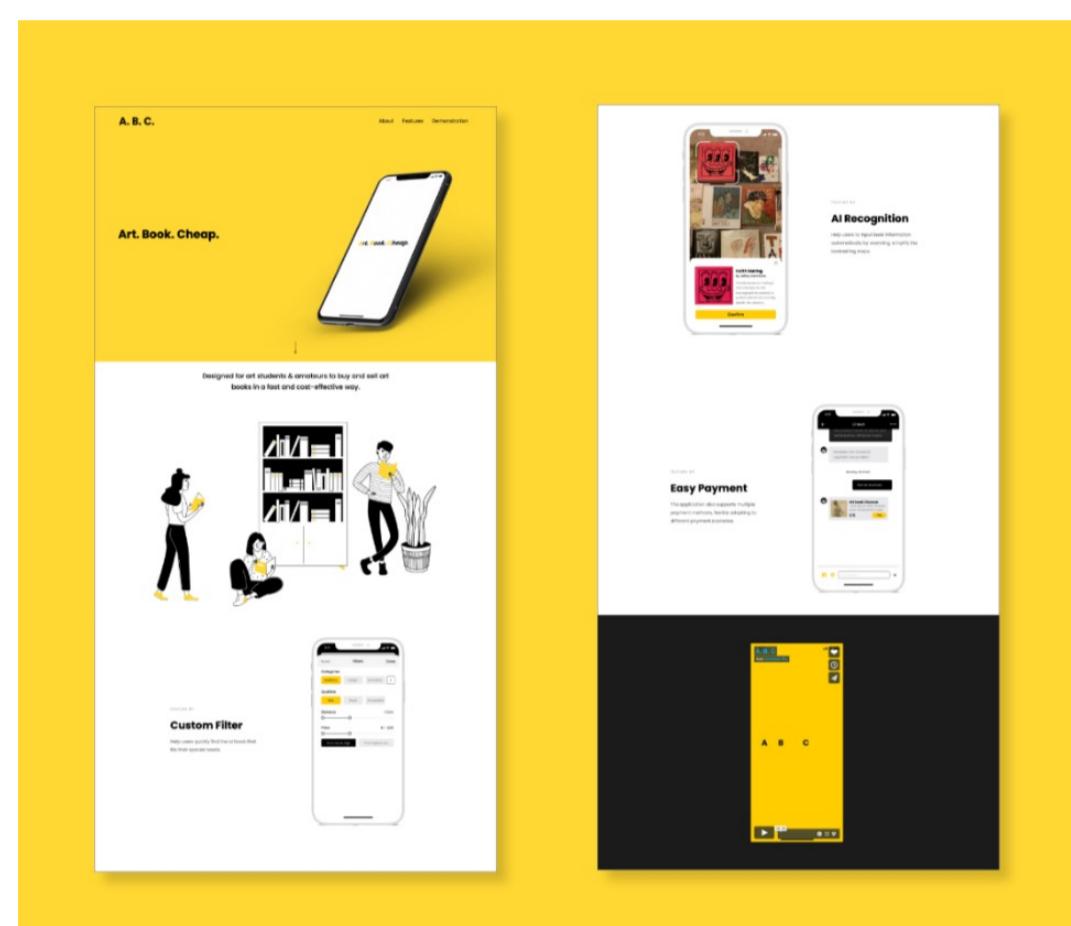
Project Detail:

According to my own field of interest, the thesis project is on how to design a platform to help art students and amateurs find art books with good content at a good price more easily. I ideated and designed the solution based on user research, built the prototypes and conducted user tests to verify the usability of the solution. I also designed the UI style after two iterations and created the promotional website and explanation video to fully present the project.

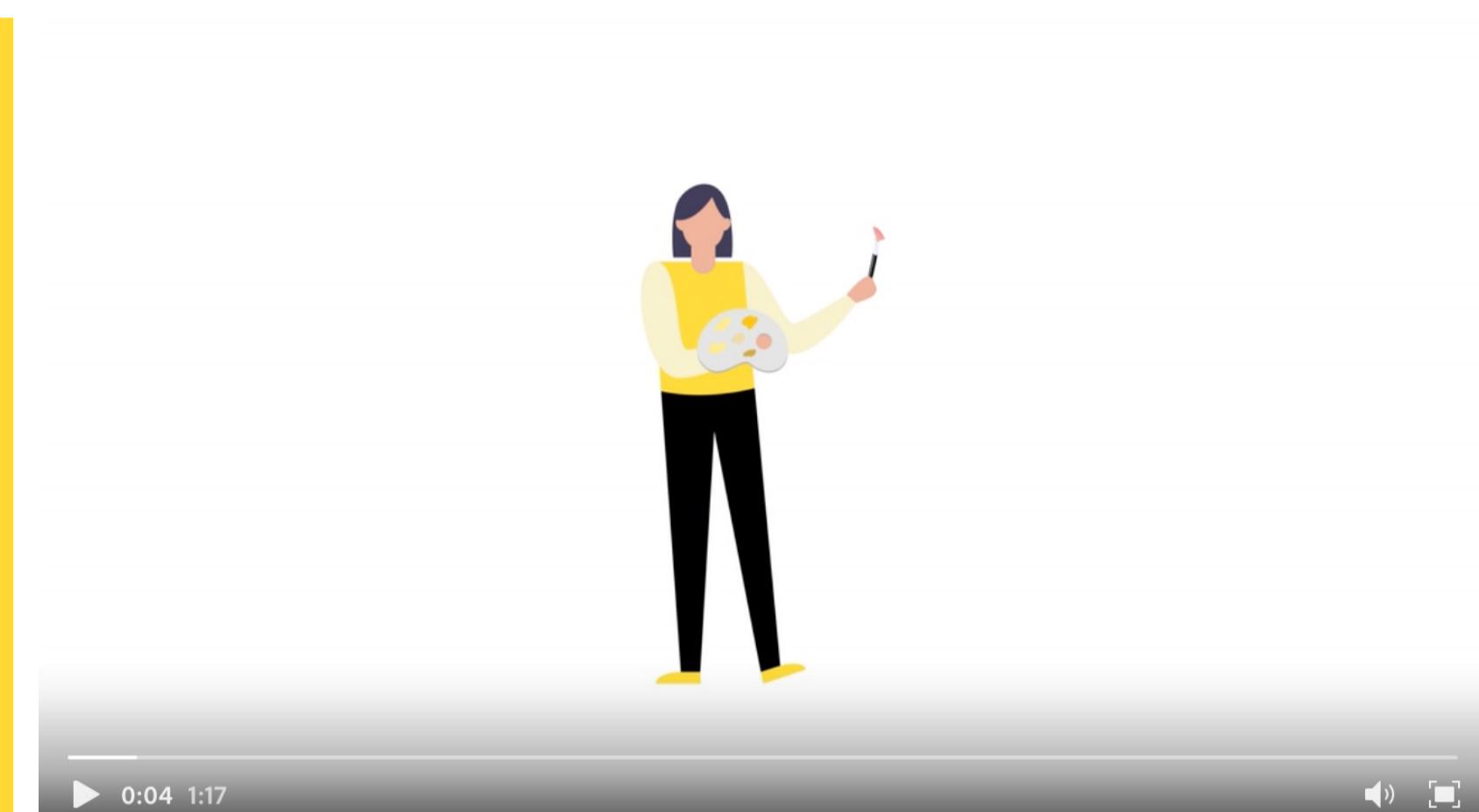
Deliverables:



Hi-Fi Prototype
<https://xd.adobe.com/view/ba0fc6f5-5ca3-40bb-763c-6bdbddc2ea9e-cc3e/?fullscreen>



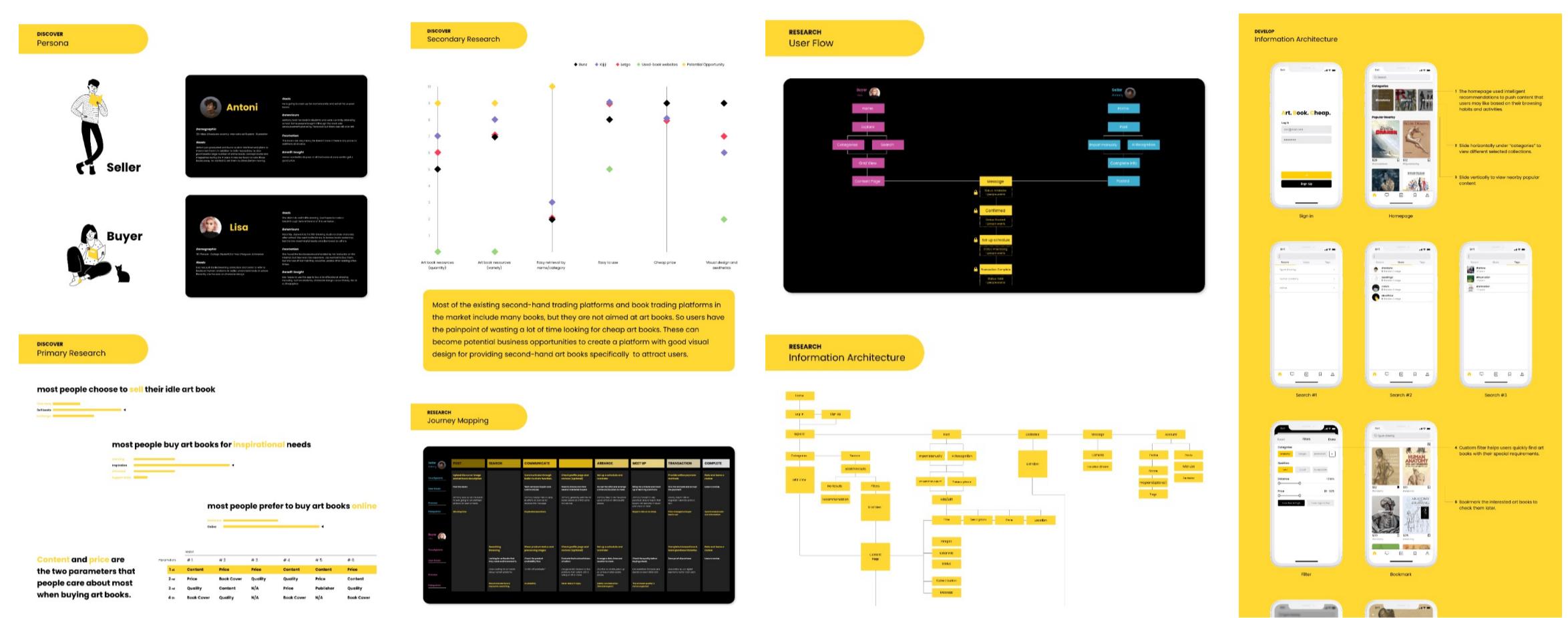
Promotional Website
<https://yuerwu-abc.webflow.io/>



Promotional Video
<https://www.youtube.com/watch?v=adrLqKnYZls>

Insights:

- Buy and sell art books in a fast and cost-effective way.
- The AI recognition will help users to input information from multiple books automatically all at once, reducing repeat operations.
- Support multiple payment modes for easier and more secure transactions.



Case Study
<https://www.behance.net/gallery/95571541/A-B-C>

Course: Interaction Design Studies | 4th Year | 2020

Project Name:

Interactive Book Cover Redesign

Project Detail:

I chose "The Adventures of Sherlock Holmes" as my project, redesigning the book cover to be interactive by using plots and clues as design elements.

The cover was designed as a pullable keyhole, representing that readers are able to see various wonderful and suspenseful detective stories through the 221B flat where Sherlock Holmes lives.

Course: Visual Design and Computation | 2nd Year | 2018



Project Name:

Kinetic Typography from Citizen Kane

Project Detail:

I selected a clip from the movie "Citizen Kane" to produce the Kinetic Typography of its transcript. I used the black and white visual style to highlight the sense of the 40s and be close to the film's own style.

Course: Visual Design and Rhetoric | 2nd Year | 2018



Hackathon - Hackville | Teamwork (3 persons)

Project Detail:

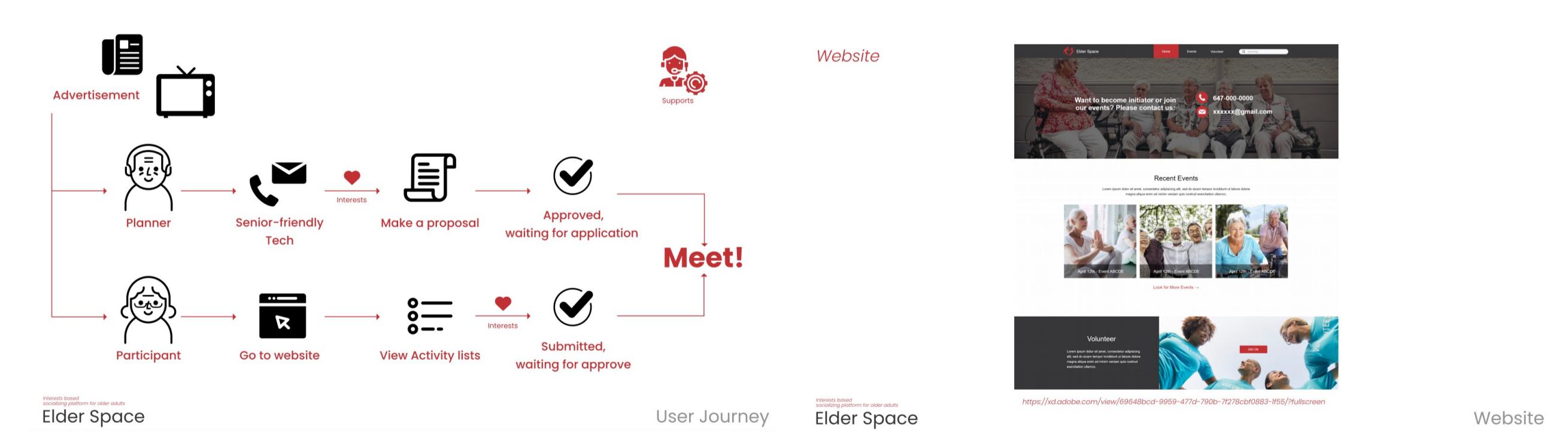
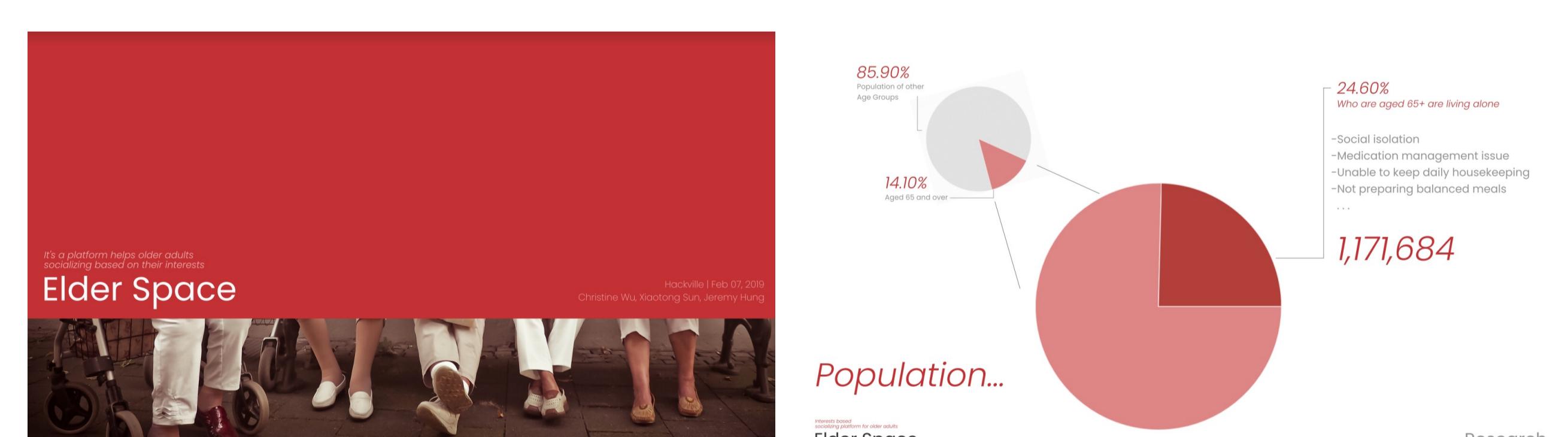
The hackathon requires us to design a solution for socializing isolation issues of elderly Canadians. Our team designed a service social platform that narrowed down the user groups and focused on the elderly who live alone. Through secondary research and face-to-face interviews, we designed a solution in 48 hours based on an in-depth understanding of the pain points of the target users.

Solution Insight:

With the support of pick-up and other accessorial services provided by the platform, elderly users can become "planners" or "participants", initiate activities or participate in events of interest to alleviate socializing isolation issues.

Contribution:

I ideated the solution and designed the workflow and wireframes as the interaction designer as well as prepared the slides and presented our solution pitch.



Minor Program - Visual and Creative Arts

2015.09 - 2016.04 | Sheridan College | Canada

Project Detail:

Graphic Design | 3D Design | Colour Theory | Life Drawing

Learning Results:

The professional learning and training in Visual and Creative Arts provided me with a solid foundation of art theory and design skills. I established my own visual style and aesthetics abilities, which also helped with learning in interaction design.