

CINDY WANG

portfolio: cindyw.me

Product Designer and Software Engineer from Phoenix, AZ

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EDUCATION

Cornell University

Ithaca, NY

B.S. Computer Science, 2019
Minor in Information Science

SKILLS

Sketch · Illustrator · Photoshop · Lightroom · Python · Java · HTML · CSS · C · OCaml · Arduino

EXPERIENCE

Graphic Designer

February 2018 - Present

BigRed//Hacks

- Created mockups and graphics for Cornell University's first hackathon

Adobe Campus Ambassador

September 2017 - May 2018

Adobe Creative Club Network

- Communicated with Adobe representatives to promote Adobe CC on campus
- Planned and executed workshops that attracted 100+ attendees to teach design thinking and Adobe CC skills

Product Design Intern

June 2017 - March 2018

StartupTree

- Completely revamped web platform and the brand's web style guide to have a more consistent interface and be more user-friendly
- Designed and oversaw implementation of a module for applications and competitions with in-platform judging capabilities, leading to dozens of schools signing with StartupTree
- Created mockups for the platform's mobile application

UX/UI Designer

October 2016 - Present

Medium Design Collective, Web Team

- Revamped website to better reflect the organization's brand
- Worked on frontend web development (HTML and CSS with Django backend)
- Organized large-scale interdisciplinary design events yielding hundreds of attendees

VOLUNTEER & LEADERSHIP

Director of Public Relations

December 2017 - Present

Alpha Phi Omega Gamma Chapter

- Create marketing materials for external exposure of the chapter
- Coordinate the selection, design, and purchase of all fraternity merchandise
- Previous roles: Webmaster (Fall 2016), Historian (Fall 2017)

PROJECTS & AWARDS

beepboop: A Reddit Botfinder

Spring 2017

INFO4300: Language and Information

- Created a search engine to explore Reddit bots using Flask and tools such as Levenshtein distance and cosine similarity
- Worked on graphics and interface and front end web development

Interactive Visual Music Sequencer

Fall 2017

INFO4320: Introduction to Rapid Prototyping and Physical Computing

- Designed and built a sequencer to help individuals experience music creation without a background in music
- Created using a Teensy Arduino and audio shield, Adafruit button pads, and laser cutting

RAW Expo

Spring 2017, Spring 2018

Medium Design Collective

- Organized and coordinated Cornell's largest design event, showcasing 40+ projects and engaging an audience of 500+ from all 7 of Cornell's colleges
- Served as an Experience Designer and graphic designer

Recycle Rampage, Best UI/UX Hack

Fall 2016

BigRed//Hacks

- Designed gameplay for a mobile game that teaches users about recyclables
- Hand-created visual assets using open-source software (GIMP)