

# CINDY WANG

portfolio: [cindyw.me/](http://cindyw.me/)

Product Designer and Software Engineer based in New York, NY

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## EDUCATION

### Cornell University

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

#### Extracurriculars

Chorus/Chorale • Medium Design Collective (Vice President) • Alpha Phi Omega (Public Relations) • BigRed//Hacks • Thorny Roses Ultimate Frisbee

## SKILLS

Sketch • Illustrator • Figma • Photoshop • Lightroom • Balsamiq • InVision • Premiere Pro • After Effects

Python • HTML • CSS • D3 • PHP • Javascript • Java

Arduino • Laser Cutting • Soldering • Drawing/Painting

## PROJECTS & AWARDS

### Starstruck, Video Game

*Intro to Computer Game Dev.*

- 1 or 2 player puzzle platformer set in gravity-less space
- Audience Favorite and Most Polished at GDIAAC & selected for showcase at BostonFIG Fest

### Interactive Visual Music Sequencer

*Intro to Rapid Prototyping & Physical Computing*

- Pentatonic tone sequencer to help with music creation without a background in music
- Built w/ Teensy Arduino & audio shield, button pads, & laser cutting

### RAW Expo

*Medium Design Collective*

- Cornell's largest annual design exposition, showcasing 40+ projects and engaging an audience of 500+ from all 7 of Cornell's colleges

## WORK EXPERIENCE

### UX/UI Designer @ Next Jump

*August 2019 - Present*

- Create mockups and develop front end components for e-commerce employee rewards platform (Perks at Work) that drives over \$2B in sales annually
- Built a fundraising platform with a team that raised over \$170k for NYC hospitals and frontline workers
- Plan site themes and CRM emails for customer base of over 79 million employees, including a Valentine's Day event that increased gross profit per flowers order by 20%
- Manage video production, social media, and print/graphic materials for a free online course program bringing over 24k unique participants per week

### Teaching Assistant @ Cornell University

*January 2019 - May 2019*

- Course staff for INFO 4320: Introduction to Rapid Prototyping & Physical Computing
- Taught students skills with microcontrollers, 3D printing, and laser cutting
- Provided mentorship for group projects, held office hours, and graded assignments

### UX Design Intern @ FactSet Research Systems Inc.

*June 2018 - August 2018*

- Built a responsive UI component library of hundreds of components in Figma as part of an effort to implement a company-wide atomic design system
- Collaborated with interaction designers to produce mockups for portfolio analytics tool
- Worked with frontend developers to create framework for a company design system

### Brand Ambassador @ Adobe Creative Club Network

*September 2017 - May 2018*

- Coordinated with Adobe representatives to promote Adobe CC on campus
- Planned workshops that attracted 100+ attendees to teach design thinking and Adobe CC skills
- Taught intro Adobe Illustrator, XD, and Lightroom courses

### Product Design Intern @ StartupTree

*June 2017 - March 2018*

- Visually redesigned web platform and the brand's web style guide to have a more consistent interface and to be more user-friendly
- Wireframed, mocked, and oversaw implementation of a new module for managing incubator competitions leading to dozens of schools signing with StartupTree
- Created mockups for the platform's premiere mobile application
- Laid out print materials for advertisement at the USASBE '18 conference