CINDY WANG

portfolio: cindyw.me/

Product Designer and Software Engineer based in New York, NY 623.262.6866 | cindehw@gmail.com

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 GDIAC & 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