CINDY WAN









cindii.wang@gmail.com hellocindy.me (1) 404.661.3646 (2) US Citizen, Will Relocate



EDUCATION

Atlanta, GA

GEORGIA INSTITUTE OF TECHNOLOGY

Graduation

Candidate for Bachelor of Science in Computational Media

Dean's List (4 semesters) Dec. 2014

Denmark

Copenhagen, IT UNIVERSITY OF COPENHAGEN Digital Media Studies Program

Collaborated with science museum Experimentarium for Capstone Spring 2013



WORK EXPERIENCE

Atlanta, GA

Jan -Present 2014

IBM

Front-end Developer and User Interface Design Intern, Websphere Portal

- Develop new user-centric and visually appealing low and high-fidelity wireframes for Portal Wiki and implemented designs
- Test website for responsiveness and accessibility
- Establish protocol for creating and adding VMs to server side control
- Integrate HTML5/AngularJS/Bootstrap samples for client demo during IBM conferences and workshops

Atlanta, GA July - Aug

MACY'S SYSTEMS AND TECHNOLOGY User Interface/User Experience Intern

2013

- Construct user personas, develop user flows, perform user testing, develop multiple layout templates, design mockups that promote site identity, and generate wireframes for Content Delivery Network suite
- · Compile pattern library and framework consisting of reusable graphics and site templates tailored to end-user goals.

Atlanta, GA May - July

MACY'S SYSTEMS AND TECHNOLOGY

2012

Software Development Intern

- Develop, test, and implement polling module to Macy's internal Content Delivery Network suite within the Wowza media server systems.
- Research methods and develop initial architecture for live stream video codec transcoding, file synchronization, output file saving, meta data addition, and live stream desktop sharing.

Atlanta, GA

GEORGIA TECH COMMUNICATION CENTER

Oct. 2011 -

Peer Tutor

May 2012

• Engage and tutor students in drafting, writing, revision, polishing, and presentational forms of communications



SKILLS

Languages: Java, HTML/CSS, Javascript, C, Python

Design and Graphics: Photoshop, Illustrator, InDesign, Flash, Maya

Wireframing: Axure, Balsamig, Omnigraffle Others: GitHub, Unity3D, Microsoft Office Suite