# Xiaoyue (Jessica) Wang

**UX/Interaction Designer** 

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# **EDUCATION**

## **Master of Human-Computer Interaction**

Aug. 2014

Carnegie Mellon University (Pittsburgh, PA)

User-Centered Research and Evaluation | Programming Usable Interfaces | Human Factors | Prototype Lab | Interaction Design Studio | Social Web

# **Bachelor of Electronic Information Engineering, Minor English**

Jun. 2013

Beihang University (Beijing, China)

# **EXPERIENCE**

# UX Design Lead | Mobile Collaboration in the Workplace

Jan. 2014 - Aug. 2014

8-month MHCI Capstone Project with Cisco Systems, Inc.

- Conducted user research with creative methods in Pittsburgh and San Francisco, and generated key findings with data consolidation.
- Clarified vision direction and paved the way for final design decisions.
- Developed prototypes for user testing, as well as data visualization and graphic design.

# **Interaction Designer**

Jan. 2014 - Jun. 2014

Impaqd, a startup project in Tepper School of Business

- Created wireframes and interaction designs for iOS app.
- Developed need findings and product ideation, culminating in the client winning a prize in venture competition and launching the startup.

# **UX Designer & Developer Intern | One Bit Text Entry System**

May. 2012 - Jun. 2013

Dept. of Computer Science and Technology, Tsinghua University

- Led a team of four throughout research, design, and usability testing processes.
- Designed One Bit system, and implemented entire software prototype in C#.
- Developed new symbol input methods to optimize typing efficiency.
- Conducted user studies and analyzed data, and submitted an academic paper.

## **UX Designer Volunteer | TempoString**

May. 2012 - Jul. 2012

Institute of Software, Chinese Academy of Sciences

- Contributed to ideation and design of TempoString, a tangible tool for music creation.
- Wrote paper for the project, which was accepted by Ubicomp 2012.

#### **Interaction Designer Intern**

Jul. 2011 - Sep. 2011

Pinzhuo, a startup for online social dinning experience

- Collaborated with product managers and engineers in the iteration cycle of the website, and used A/B Testing to finalize design with a conversion rate increase of 2%.
- Developed advertising and technical writing for targeted user community.

# AWARDS & | FADERSHIP

Creative Director of 2014 CMU Summit	2014
1st-prize scholarship, Discipline Competition	2010
National Championship, Moot Court Oral Competition, Annual China Open	2010

# Skills

#### **UX Research**

Contextual Inquiry
Affinity Diagramming
Competitive Analysis
Survey and Interviewing
Think-Aloud Protocols
Heuristic Evaluation
Fault Tree Analysis
Task Analysis

# Design

Wireframing
Personas and Scenarios
Storyboarding
Rapid Prototyping
Interface Design
Graphic Design

#### Software

Photoshop Illustrator InDesign After Effects Balsamiq Axure

Omnigraffle Visual Studio Flash Builder Lightroom

### **Development**

HTML/CSS/Javascript C#/ActionScript/Java C/SQL

## Other skills and interests

English, Chinese, Cantonese Fine art (sketching, painting...) Photography British Parliamentary debate Road Cycling and Swimming