

# 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 | Prototype Lab | Interaction

Design Studio | Social Web | Human Factors

### Bachelor of Electronic Information Engineering, Minor English

Jun. 2013

Beihang University (Beijing, China)

## EXPERIENCE

### UX Architecture Graduate Associate

Sep. 2014 – Present

The Walt Disney Company (Burbank, CA)

- Conducted research and developed prototypes for internal clients, including Disney Consumer Products, etc.

### UX Design Lead | Mobile Collaboration in the Workplace

Jan. 2014 – Aug. 2014

8-month MHCI Capstone Project with Cisco Systems, Inc. (Pittsburgh, PA)

- Developed prototypes for user testing, as well as data visualization and graphic design.
- Conducted 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.

### Interaction Designer

Jan. 2014 – Jun. 2014

Impaqd, a startup project in Tepper School of Business (Pittsburgh, PA)

- Created iOS app wireframes and interaction design with Axure.
- 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 (Beijing, China)

- Led a team of four throughout research, design, and usability testing processes.
- 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.

### Interaction Designer Intern

Jul. 2011 – Sep. 2011

Pinzhuo, a startup for online social dining experience (Beijing, China)

- 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 & LEADERSHIP

Creative Director of 2014 CMU Summit

2014

1st-prize scholarship, Discipline Competition in Debate

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/Wordpress  
C#/ActionScript/Java  
C/SQL

### Other skills and interests

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