

# Erika Wang

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## Education

**Simon Fraser University** · Fall 2018 – Spring 2023 (Expected)

BSc, Interactive Arts and Technology

## Experience

### Language Interpreter (Japanese-English)

Anime Revloution · February 2018 – Present

Worked alongside event organizers & speakers to live translate at panels where number of attendees ranged from 30 to 100, while paying close attention to context, meaning, tone and technical language to ensure minimal obstruction in communication where cultural barriers existed.

## Projects

### UX/UI Mobile application Design

Relay (Academic project) · October 2021 – December 2021

Collaborated within a team of 3 and designed a transcription app that supports users with hearing complications. Created user flows, low & high-fidelity wireframes, conducted 2 usability tests, prototyped and designed interactions using Figma and Prototipe.

### UX/Feature Design

SoundCloud Focus (Academic project) · September 2021 – October 2021

Designed the user flow and interface for a focus timer feature for SoundCloud's mobile application. Remotely conducted qualitative research to define user flow, user personas, and design opportunities. Designed three iterations of wireframes within one week, which was used as a foundation to create prototype using ProtoPie and Figma.

### Product Design

Mariner Brewing Company x SFU (Academic project) · January 2021 – March 2021

Collaborated with local brewery to design a exploration log to encourage customers to explore the brewery's extensive beer offerings. Conducted user & ethnographic research, interviews, and facilitated remote workshops to discover best method to have customers better understand the beers the business offered. Followed brand direction to create over 20 visual assets that were used in user journey maps, user personas, and final product.

## Achievements

**1st prize** · SFU Advanced Game Design showcase, Fall 2021

## Skills

Adobe Suite, Figma,  
ProtoPie, UXPin, Miro, HTML,  
CSS, JavaScript, Java, C#

UI design, visual design, web design,  
interaction design, user research,  
wireframing, prototyping, illustration