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, protoyped and designed interactions using Figma and Protopie.

UX/UI/Game Design

Legacy of the Rift (Academic project) · September 2021 – December 2021

Storyboarded, wireframed, and designed the interfaces for a side-scrolling action game, using Figma, Aseprite and Unity. Hosted 8 in-person and 5 remote user tests. Using Photoshop, Aseprite and Procreate, developed 47 animated sprites, 5 parallaxing backgrounds, assets for introduction video, 13 portraits, title logo, and all UI asssets.

UX/Feature Design

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

Desgined 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 protoype using ProtoPie and Figma.

Achievements

1st prize · SFU Advanced Game Design showcase

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