GLORIA WANG

Product // UIUX // Interaction Designer

SKILLS

Software

Vuforia Studio (AR)
Creo Illustrate
Creo Parametric
InDesign
Adobe XD
Illustrator
Photoshop
Axure
InVision
Sketch
Solidworks
Keyshot

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CSS
HTML
Javascript

Other Skills

Design Thinking
Collaboration
User Research
Mindmapping
Sketching
Wireframing
Storyboarding
Prototyping
3D Interaction Design
Mobile App Design
Website Design
Brand Creation
Empathic Research
Scrum Experience (Agile)

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EDUCATION

University of Illinois at Urbana-Champaign

Bachelor of Industrial Design, Art and Design 2018
- Dean's list Spring 2015 - May 2018
- Awarded Talent-based Scholarship from College of FAA (January 2015- May 2018)

EXPERIENCE

AGCO / Mixed Reality Product Designer

Seattle, WA May 2018 - Present
- Conducted user research and process analyzation at our manufacturing plants and training facilities.
- Co-lead a small team of designers and developers to create projects in the area of training, maintenance, and assets to represent sister companies at conventions.
- Designed customer-facing experiences that influence sales of grain equipment.
- Created branding language for future applications and experiences for GSI and sister companies.

AGCO / Mixed Reality (VR/AR) UIUX Design Intern

Champaign, IL August 2017 - May 2018
- Assisted in designing GSI's first VR/AR application for teaching dealers setup, showing customers products, and operation through mixed reality.
- Collaborated with Software Developers, and Engineering team.
- Conducted user research, cases, wireframes, and created prototypes.

Chamberlain Group / UIUX Design Intern

Oakbrook, IL May - August 2017
- Lead 2 teams to develop future products, assisted with other teams with the existing MyQ services.
- Collaborated with developers, engineers, industrial designers, marketing and business colleagues.
- Conducted user research, cases, and made wireframes and prototypes.

John-Deere / UIUX Design Intern

Urbana-Champaign, IL December 2016 - May 2017
- Worked on a design team and engineering team on existing apps like GrainTruckPlus.
- Created assets for developing applications.
- Exercised strong communication and presentation skills.

Chirp / Lead UX Designer

Urbana-Champaign, IL Feb 2018 - May 2018
- Lead UX Designer for startup social media application, Chirp.
- Collaborated with developers, created branding, story-telling, and all screens and prototypes for Chirp.

ACTIVITIES

Engineering Council / UX Designer

Urbana-Champaign IL May 2018-Present
- Re-designed the Engineering Council's website and for its committees.
- Created concise branding guide for future developers to follow.

IDSA: Industrial Designers Society of America / Secretary

Urbana-Champaign IL August 2014-May 2018
- Assisted in managing the IDSA UIUC Job Fair.
- Documented and communicated the boards progress to fellow members of IDSA from the UIUC chapter.