

JENNELLE WONG

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SKILLS

design

Low/High Fidelity Wireframing
Narrative Design
UI/UX Design
Usability Testing
A/B Testing
Adobe Creative Suite

development

Java (Android)
C
HTML/CSS/JS
Ruby/Python (Scripting)
PHP

PROJECTS

LÄRA Sept 2016 - WIP

A self-study on designing and building a desk lamp using bent lamination.

ANNEX ver. 1 - Apr 2016, ver. 2 - WIP

A garage monitor with a web portal to control garage doors and provides a live-stream feed.

Featured Instructable and more at:
<http://jennellew.com/annex>

EDUCATION

**BASc - Honours
Mechatronics Engineering
(Co-op)**

University of Waterloo
2010-2015

ABOUT ME

I like to build, tinker and prototype. I am looking to pivot from my software experience and transition to a strategic design-related career.

I like to keep tabs on woodworking, UX and how human factors affect design and vice versa. In my spare time, I like to search for new tunes, try new eateries or work on side projects and DIYs.

EXPERIENCE

ANDROID DEVELOPER (CO-OP)

Wattpad | Toronto, Ontario | Sept 2014 - Dec 2014

- Minimized follow-up to user-reported bugs through redesigned low-resource async logger
- Spearheaded Android cross-device benchmarking, identifying areas of improvement for EOQ development roadmap
- Released new features and fixes to Wattpad's 17+ million Android users (rated 4.5 ★)

SOFTWARE ENGINEER INTERN (ANDROID)

if(we) - formerly Tagged | San Francisco, California | Sept 2013 - Dec 2013

- Delivered EOQ revenue goal of \$500k by increasing mobile site ad exposure by 7x
- Wrote and shipped production-grade features and patches to 7+ million browser user, 1.2 million+ active Android users (rated 4.1 ★)
- Developed Tagged Tag to gamify social networking during quarterly hackathon

MOBILE PAYMENTS SOFTWARE ENGINEER INTERN

Visa Inc. | Foster City, California | Jan 2013 - Apr 2013

- Interfaced smartcard + NFC technologies in partnership with Samsung to accelerate global availability of mobile payment solution
- Identified strategies for merchant marketing in mobile payment landscape by prototyping two features for Visa payWave Mobile
- Corresponded with 3rd-party developer and maintained quality control of prototype prior to Mobile World Congress 2013 debut

JR. PRODUCT MANAGER / UX DESIGNER (CO-OP)

Communitech | Kitchener, Ontario | May 2012 - Aug 2012

- Refined concepts for web and mobile ventures for SMEs and first-time entrepreneurs
- Established clean workflows and intuitive UX through interactive mockups
- Generated technical documentation for clients to engage investors + 3rd-party development agencies

AGILE DEVELOPER (CO-OP)

points.com | Toronto, Ontario | Aug 2011 - Dec 2011

- Streamlined builds for 3 product lines to provide continuous integration, enabling goals of immediate deployments
- Automated web and cross-browser tests framework to protect company's \$100M product line
- Reduced 40+ hours of costly manual regression testing down to 3 hours and raised overall quality of product release