

# JETT LIUREN WANG

Product Designer / portfolio @ [jettlwang.github.io](https://jettlwang.github.io) / [jettlwang@gmail.com](mailto:jettlwang@gmail.com)



## EXPERIENCE

**Design Lead @ Luna** / New York, NY / Oct 2018 - Present

- Leading design and development of Luna MVP, from problem scope to UI elements. Launched and running proof-of-concept product. Maintaining iterative process by analyzing user data and defining success metrics.
- Actively defining and shaping the vision and culture of Luna, and maintaining consistency in branding and visual identity. Promoting internal innovation by engaging rest of team.
- Managing product development timeline and task coordination. Hiring candidates.

**User Experience Design Intern @ Huawei** / Shanghai, China / Jun - Aug 2017

Worked under the international innovation team within Huawei's mobile OS(EMUI) team.

- Participated in strategizing and defining EMUI 8.0's smart assistant module. Researched and synthesized findings on the day-to-day life application of AI.
- Developed prototypes for complex mobile interactions using Flinto and Origami Studio and reduced product development cost.
- Conducted quantitative and qualitative data collection tasks. Introduced more efficient workflow methods and reduced time cost of data collection.

**User Experience Design Consultant @ Honelt** / San Francisco, CA / Aug 2016

- Conducted user interviews and usability tests. Synthesized results using affinity diagramming and created redesign based on feedback.
- Delivered principal-oriented, annotated usability report and step-based, implementable design documentation.

**Software Engineer Intern @ EMC Center of Excellence Lab** / Beijing, China / Jun - Aug 2015

**Computer Engineer Intern @ Lenovo R&D Lab** / Beijing, China / Jun - Aug 2014

## EDUCATION

**University of Illinois at Urbana-Champaign**

Champaign, IL / Aug 2014 - May 2018

BA in Economics & 21 course credits in advanced Computer Science

**General Assembly / UX Design Immersive**

San Francisco, CA / Jun - Aug 2016

Learned fundamental theories, techniques, and tools of user experience design and user research through a variety of individual, team and client facing projects.

## SKILLS

|                |                    |
|----------------|--------------------|
| Sketch         | Wireframe          |
| Figma          | User Research      |
| Photoshop      | Prototyping        |
| Origami Studio | Branding           |
| Flinto         | Design Sprint      |
| Invision       | Project Management |
| HTML+CSS       | Fluent Mandarin    |
| SaSS           |                    |
| ReactJS        |                    |