

# JETT LIUREN WANG

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



## EXPERIENCE

### Design Lead @ Luna / remote, New York, NY & Berlin, Germany / Oct - Mar 2018

- Lead design of Luna MVP from ideation to high fidelity prototype. Launched and facilitated proof-of-concept beta. Analyzed user data and defined success metrics for iterative process.
- Product Owner of Luminos app. Responsible for development from proof-of-concept to standalone application. Managed interviewing and hiring of design candidates.
- Actively participated in defining the vision and culture of Luna. Maintained Luna branding and visual identity. Held team-wide design workshops and brainstorm sessions.

### 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 applications of AI.
- Developed high fidelity prototypes for complex mobile interactions using Flinto and Origami Studio. Reduced product development time cost.
- Conducted quantitative and qualitative data collection tasks. Introduced new workflows and methodologies 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.
- Presented to client. Delivered detailed usability report and design documentation with implementation suggestions.

### 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	Responsive Web
Photoshop	User Research
Origami Studio	Prototyping
Flinto	Branding
InVision	
	Scrum
HTML/CSS	Design Thinking
SaSS	Fluent Mandarin
ReactJS	