



Jett Liuren Wang

Experience Designer & Developer / jettlwang.github.io

US Citizen / New York, NY / jettlwang@gmail.com

Education

BA in **Economics** & 21 course credits in advanced **Computer Science** / GPA 3.57 /

University of Illinois at Urbana-Champaign / Aug 14 - May 18 / Champaign, IL

UX Design Immersive / General Assembly / Jun - Aug 16 / San Francisco, CA

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

Professional Experience

User Experience Design Contractor / Luna / Oct 18 - Present / New York, NY

- Lead 1 week adapted Design Sprint as sprint master. Set agendas and milestones.
- Conceptualized and defined problem. Strategized and prioritized scope. Identified design opportunities and delivered lo-fi wireframe solutions.

User Experience Design Intern / **Huawei Mobile Design** / Jun - Aug 17 / Shanghai, China

- Strategized and participated in brainstorming sessions on high-level feature design of Huawei's future mobile Operating System introducing AI assistance.
- Significantly simplified development workflow by designing prototypes for complex interactions using Flinto and Origami Studio.
- Conducted 4 quantitative and qualitative data collection tasks. Reduced time cost of collection methods by designing efficient workflows and using appropriate methods.

User Experience Design Consultant / HoneIt / Aug 16 / San Francisco, CA

- Identified project scope by leveraging client needs and team skillsets.
- Conducted user interviews and usability tests. Synthesized results using affinity diagramming and created redesign based on feedback.
- Delivered annotated usability reports and design documentation in Omnigraffle. Left sustainable post-project impact by communicating generalizable design principles and key decisions.

Software Engineer Intern / **EMC Center of Excellence Lab** / Jun - Aug 15 / Beijing, China

- Developed experimental product testing environment using Docker and Shell Scripting.

Computer Engineer Intern / **Lenovo R&D Lab** / Jun - Aug 14 / Beijing, China

- Developed CPU & memory simulation model using C++.

Leadership & Volunteering

Webmaster & Tech Officer / **UIUC Chinese Student & Scholar Association** / 15 - 18

- Renovated online presence by redesigning website twice over 2 years. Produced visual and informational content, and programmed site with Bootstrap, SaSS and jQuery. Prepared thorough documentation on Github.
- Planned and led 3 workshop series on introductory web development, Java & C++.

NYC Alumni Coordinator / Woodenfish Foundation / Sep 18 - Present

- Uphold daily online meditation sessions. Organize regular practice meet ups.

Skills

Sketch / Photoshop / Origami Studio / Flinto / Invision

HTML CSS / BootstrapCSS / SaSS / jQuery / ReactJS / Responsive Design

Design Sprint / Research Synthesis / Project Planning & Development / Fluent Mandarin