

# Junya Wang

I am a full-stack product designer with a decade of experience crafting digital solutions by driving every step of the design process from leading stakeholder workshop, user research, user experience/interface design, to prototype, usability testing and iteration. I also advocated, established and evolved design systems for large-scale teams.

**My clients include:** 3M, New York University, PwC, Barnes and Noble, Tempur-Pedic, ReadyRefresh, lululemon athletica, Vancity, etc.

**I influenced industries like:** Project management, e-Commerce, IT service

## WORK EXPERIENCE

### Design Lead, Cognizant

Apr 2023 - Present · Remote

- Solved complex UX challenges for an enterprise-focused project management system
- Led the revamp to version 2.0, integrating a fresh aesthetic and aligning with both a novel design system and emerging technologies
- Pioneered, established and evolving a product-tailored design system, bridging the disparity between the overarching organizational design framework and the intricate needs of individual teams

### Senior Product Designer, Softvision

Apr 2019 - Mar 2023 · Remote

- Led discovery workshops to align client objectives with optimal product strategy
- Directed design team, setting achievable scope, providing accurate estimates, and ensuring timely, high-quality deliverables
- Drove end-to-end design processes, encompassing product strategy, user research, interface design, prototyping, and usability testing
- Conducted in-depth user research and usability testing, refining product strategy and user experience iteratively
- Provided mentorship to fellow designers, offering tailored guidance to nurture their career development

### Product Designer, Momentus

Jul 2014 - Mar 2019 · Vancouver, Canada

- Collaborated with cross-functional teams to design digital experiences spanning mobile applications, web apps, and innovative platforms like smart tables/mirrors
- Pioneered AR/VR design and independently developed an Android VR app, catalyzing the company's entry into the AR/VR industry

## EDUCATION

### Simon Fraser University, BSc. Interactive Arts and Technology

2009 - 2014 · Vancouver, Canada

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## COMPETENCIES

Product Design & Strategy  
Design System  
Service Design  
User Research  
Usability Testing  
AR/VR Design  
Inclusive Design  
Front-end Development

## TOOLS

Figma, Stark, Sketch, Adobe CC, InVision, Zeplin, Miro, Mural, Lookback, Sublime

## CERTIFICATES

### Scrum.org

Professional Scrum Master I  
Professional Scrum Product Owner I

### Google

Google Analytics for Beginner

### AlterSpark

Emotional Design Psychology  
Psychology for Digital Behavior Change

### IDEO

Human-Centered Service Design

### Nielson Norman Group

Becoming a UX Strategist