



Junya Wang

UX / UI Designer • Product Designer

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- **Critical thinker** who always thinks logically and thoughtfully. The “go to” person in design team for hardest UX problems.
- **Task slayer** who loves to solve the most challenging problems. Always want to explore my limits and possibilities.
- **Honorable perfectionist** who only delivers the best. With respect to all works, even details need to be flawlessly crafted.
- **Design and tech enthusiast** by nature. Started self-training Photoshop, Flash and Frontpage from age of 6.
- **Unicorn** who believes **designers should code** - at least understand how things work. Self-trained front-end development, VR prototyping with C#... Willing to learn anything that helps to be a better designer.
- **Versatile artist** with interdisciplinary talents also in photography, illustration, music composition, industrial and 3D modelling and interior design.
- **Forever learner** who keeps learning from books, tech news, Coursera, practice, and life.
- Strong technical, communication and organization skills, able to contribute both in team and individually.
- Great time management and multi-tasking skills to work under tight deadline and pressure for simultaneous projects.



SKILLS

UX / UI + Product Design

- User Experience Design (IA, feature list, app map, user flow)
- User Interface Design (Moodboard, Art direction, UI Kit)
- Wireframe / Hifi-mockup (Sketch)
- Prototype (Invision, Marvel App)
- Specs and assets generation (Zeplin)

VR Design

- 3D Modeling (Maya)
- VR Prototype (Unity, C#)

Front-end

- HTML 5
- CSS 3 / SASS
- Javascript / JQuery
- Bootstrap



HIGHLIGHTED WORK

Lead Designer



Parallel VR

Momentum Software

Within 6 weeks **August 2016**

Parallel is a product that brings virtual reality experience to mobile. It is a white labeled VR viewer iOS app that allows users to view VR or 360 content in an immersive environment, with the ability to smoothly switch between VR mode and App mode.

- PROCESS**
- Led VR design and development, researched on VR design process from Google, Samsung and Oculus and planned a VR design process for the 6 weeks
 - Researched and compared major VR devices' input methods and how they affect the design thinking
 - Researched on things need to pay attention when designing for a new dimension
 - Researched and compared the VR prototyping tools in the market, find out the best one to use for this project's purpose
 - UX / UI design for both VR mode and APP mode, built interactive animations in Principle to test out interaction ideas
 - Built 3D UI elements in Maya. Built a VR prototype in Unity by learning basic C# and Unity by watching YouTube videos. Finally ran the prototype on Android Device, and able to view it with Google Cardboard
- OUTCOME**
- Presented the VR design process to the whole company, spoke about challenges and solutions, and presented the final VR prototype
 - Explored and concluded a VR design process for the company



WORK EXPERIENCE

UX / UI Designer Momentus - A Softvision Studio

July 2014 - Present

- Momentus is a technology company that designs and develops award-winning software, hardware and emerging technology products for Fortune 500 clients and innovative startups. The company also leads R&D projects for some of the world's most valuable companies.
- Joined Momentus right after graduation from university. Being the first full-time designer and core team member at Momentus, I worked from the ground, and helped on the growth of Momentus transitioning from a startup to a technology company.
- Touched nearly 50 projects in 4 years. Work spans across many verticals, including but not limited to VR, retail, hotel, financial institution, health, medical, file distribution and agriculture. Developed web applications, designed mobile applications, virtual reality experience, interactive animations, audited products for user experience challenges, and conducted research into emerging technology.
- Facilitated workshops to understand clients' business objectives. Conducted user interviews to identify users, and use prototype and user testings to validate ideas.
- Worked closely with Project Manager and engineers to craft design into high-quality products for users.
- Worked closely with Executive and Marketing / Sales team to design and develop company website and product website to get company's name out, as well as delivering proposal work to bring more potential clients in.



EDUCATION

Simon Fraser University B.Sci - Interactive Arts and Technology

2009 - 2014

- School of Interactive Arts and Technology is an interdisciplinary research focused school where technologists, artists, designers and theorists collaborate in innovative research and immersive study.
- Learned and practiced design process through various school projects in different industries, such as **design** (interface design, graphic design, game design, spatial design), **media** (animation, industrial modeling, 3D modeling), and **technology** (web development with HTML5/CSS3, app development with Java, experimental design with Processing and Arduino).
- Won awards such as winner, "Fan Favorites", or TOP 10 of "Creatives of the Year" in multiple design competitions held by North American universities. Enhanced communication, cooperation and leadership skills through abundant group work.



ENTHUSIASMS

- **Photography** is a mirror. It represents my unique perspective and reflects the inside of me. Cameras are my eyes. They help me to record what I observe and express what I feel. With 9 years experience on digital photography, it deepens my self-cognition and witnesses my growth.
- **Music** is my soul. I enjoy New Age, classical music and original soundtracks the most. Music has gifted me both intelligence and friends. As a part of me, it cannot be taken away. I started professional piano training in 1994 and started self-learning violin and a vertical bamboo flute recently. One day I found fresh music pieces started to pop out from my head so I started to compose music. I also had experience creating music with Protools and Logic Pro using MIDI keyboard, based on both academic and self-training.
- I love the feeling of turning a sheet of blank paper into a gorgeous and meaningful picture. With more than 10 years experience in **drawing and painting**, I can draw both by hand and digitally.