

Jesse Wu

UX Engineer / UX Designer

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512.264.5884

Education

Georgia Tech

M.S. Computer Science / UX
4.0 GPA
2017 - Present

Georgia Tech

B.S. Computer Science
3.64 GPA / Highest Honors
2012 - 2016

Skills

Code

HTML / CSS / Javascript
Less / Sass
jQuery
Angular / React
D3 Visualization

Python
Java
C# / .NET
Swift

Object-Oriented Principles
Algorithms
Data Structures
Agile Development

Design

Sketch
Illustrator
Photoshop

Invision
Proto.io
Framer
Principle

Contextual Inquiry
Affinity Mapping
Interaction Flow
Rapid Prototyping
Usability Testing

Experience

Charles Schwab

UX Engineer
2016 - 2017

- Designed and coded prototypes featuring cutting-edge financial technology for Schwab R&D
- Practiced an iterative design process: gathered requirements from stake holders, interviewed and observed users, brainstormed and converged on ideas, designed mockups, and tested prototypes
- Integrated trending technologies such as natural language processing, voice interfaces, machine learning, and block-chain
- Presented prototypes to the CTO and other high-level executives
- Transitioned successful prototypes to production products
- Collaborated with designers, developers, and business leaders in an Agile workflow environment

Georgia Tech

Graduate Teaching Assistant
2017 - Present

- Teaching the fundamentals of user-centered design
- Guiding students through the product design process: research, ideation, early design, user testing, iterated design
- Providing feedback and guidance for students' design projects

Projects

Stocks Have Feelings

Research, Design, Prototype

- Designed and coded a web experience that produces a real-time sentiment attitude score towards a company's stock quote based on the press and social media
- Worked with HTML/CSS/JS, New York Times API, IBM Watson API, Adobe Illustrator, and Sketch

Let's Order Some Pizza

Research, Design, Prototype

- Designed a mobile experience for ordering pizza online in an efficient and enjoyable manner
- Worked with Swift, Adobe Illustrator, Sketch, and Invision

Where's My Money?

Research, Design, Prototype

- Designed a mobile experience that helps young adults keep track of their spendings
- Worked with Swift, Adobe Illustrator, Sketch, and Proto.io