

Jesse Wu

Product Designer

Education

Georgia Tech

M.S. Human-Computer Interaction
4.0 GPA
2017 - Present

Georgia Tech

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

Skills

Design

Sketch
Adobe Creative Suite

Invision
Proto.io
Framer
Principle

Iterative Design Process
Interviewing / Observation
Competitive Analysis
Affinity Mapping
Interaction Flow
Rapid Prototyping
Usability Testing

Code

HTML / CSS / Javascript
Less / Sass
Angular / React / JQuery
API Integration
D3 Visualization

Java
Python

Object-Oriented Principles
Algorithms
Data Structures
Agile Development

Contact

Portfolio

www.jessewu.me

Email

jessewu@gatech.edu

Phone

512-264-5884

Experience

Product Design Intern

MongoDB / New York, NY / Summer 2018

- Designed enriching educational products for MongoDB University, a mobile and web learning application used by over 1,000,000 students
- Exercised ownership for redesigning two highly-used product features: onboarding process for new users, and an overview of learning progress
- Collaborated with product managers to determine the early product vision
- Conducted user research methods to empathize with users and understand existing problems
- Brainstormed user flows and wireframes based on research insights
- Created prototypes that adhered to established design systems
- Tested prototypes on external users and design experts
- Presented and solicited valuable feedback from other designers during design critique sessions

UX Designer

Charles Schwab / Austin, TX / May 2016 - August 2017

- Designed and coded front-end prototypes featuring cutting-edge financial technology for Schwab Research & Development
- 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

UX Design Graduate Teaching Assistant

Georgia Institute of Technology / Atlanta, GA / August 2017 - Present

- Teaching the fundamentals of user-centered design to undergraduates
- Guiding students through the product design process: research, ideation, iterative design, and user testing
- Providing feedback and guidance to students for their design projects

Projects

MongoDB University Onboarding Experience

- Redesigned web and mobile onboarding experiences to motivate new users to join MongoDB University, which recently surpassed 1,000,000 registered users in June 2018

MongoDB University Learner's Progress Overview

- Redesigned the web interface for students to keep track of their assignments, grades, and overall learning progress

Stock Market Sentiment Analysis

- Designed and developed a web prototype that encourages millennials to engage in stock-trading through the use of sentiment analysis

Intramural Sports Injury Diagnosis

- Designed a kiosk prototype that empowers intramural sports players to quickly and accurately diagnose their injuries in real-time

Hiking Trip Companion Social App

- Designed a mobile experience to encourage hikers to connect with other similar hikers and plan outdoor treks together