

KAREN WONG.

UX/UI DESIGNER | DEVELOPER

EXPERIENCE

SAMSUNG MOBILE | UX Designer May 2018-Present

UX Lead of multiple flagship devices (Galaxy S10, Galaxy Note 10, Galaxy Fold) & software updates (Pie OS) for North America market

- Managed and analyzed risk on UX issues raised for mobile applications on Samsung mobile devices
- Designed UI guidelines for mobile network carriers (AT&T, T-Mobile and Verizon) and proposed design alternatives and analysis during early phase of device development
- Ensured design implementation results meet customer's needs, market demand, technical specification and requirements.

F5 NETWORKS | Software Engineer Oct 2015 - May 2018

Main front-end developer that led design and implementation of test management tool for Cloud Operating and System Test team that is used company-wide

- Collaborated across teams to develop new design solutions, processes, and standards on internal infrastructure tools to enhance productivity and software testing efforts.
- Creator of web analytics dashboards that helps identify failures across different platforms, run suites, branches and builds

SPORTS PLAYER'S GUIDE | UX Designer, Freelance Jan 2017 - Jan 2018

Led redesign of sports app to support strategic brand initiatives and translated user goals into clear product specifications

- Created optimal user experience that minimizes cognitive overhead for novice, casual, and expert sport fans during live games across mobile platforms
- Developed user task flows, interactions and wireframes with regular feedback and collaboration with Players Guide stakeholders

EDUCATION

DESIGNLAB UX ACADEMY | UX/UI Design 2017

Certification in design thinking process, interaction design, user research and usability analysis

UNIVERSITY OF WASHINGTON 2009-2013

B.A., Political Science Major GPA:3.6/4.0; Minor in Japanese



Website

<http://karen-wong.com>



Email

karen.wsywong@gmail.com



Mobile

(206) 778-0150



Github

github.com/kaka0525

SKILLS

UX Design

Interface Design

Interaction Design

Persona

Prototyping

Responsive Design

Sketching

Storyboard

Wireframing

UX Research

Contextual Inquiry

Competitive Analysis

Survey

Usability Testing

User Flows

User Research

Productivity Tools

Sketch

Figma

Illustrator

InVision

Marvel

Principle

Programming

Django

HTML/CSS

JavaScript

Python