KATHY WANG

PRODUCT DESIGNER

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kw496@cornell.edu
Austin, TX

EDUCATION

Cornell University

M.S. Information Science (HCI)
May 2019
GPA: 3.75

B.A. China and Asia Pacific Studies
May 2018

AWARDS

Speaker @ Tapia 2021
Accepted to speak on "How being the child of immigrant parents makes me a better UX designer"

Facebook Pride Summit Scholar
Selected by Facebook to attend Pride Summit

Google AfroTech Scholar
Selected to receive an AfroTech World scholarship from Google

Speaker @ Austin Design Week (ADW)
Spoke to 100+ attendees on designing for marginalized communities

SKILLS

Sketch	Content design
Figma	Web + mobile
InVision	UserTesting.com
Framer	HTML / CSS
Abstract	JavaScript
Zeplin	Adobe XD
Mural	Premiere Pro

EXPERIENCE

IBM Product Designer

July 2019 - Present / Austin, TX

- Increased system usability scale (SUS) score by 36.6% after three rounds of user testing for Ansible actions, a Schematics feature that enables users to automate configuration management.
- Designed the first Watson feature that was approved for IBM's public cloud platform.
- Mentored a summer intern, who was hired into a full-time role.

GSK Product Design Intern

June - Aug 2018 / Philadelphia, PA

- Conducted the first ever round of user and market research to inform and guide the establishment of GSK's enterprise design system, an initiative intended to facilitate the company's digital transformation across its 99k+ employees.
- Single-handedly facilitated an ideation session for PMs, engineers, and other designers to envision the future of the GSK marketplace.
- Worked with IDEO, Dalton Maag, and Microsoft to define marketplace capabilities, including the design system, the API inventory, and the mobile and web frameworks.

SIDE PROJECTS

Allied Voices Product Designer

March 2019 - Present / Austin, TX

- Designed alliedvoices.org, a platform that enables users to learn how to approach race-related confrontations.

Flux Product Designer

Aug 2018 - May 2019 / Ithaca, NY

- Facilitated the product design of Flux, a mobile app that allows students to gauge the crowdedness of on-campus facilities.
- Collaborated with PMs, developers and stakeholders on a weekly basis to ensure the launch of the iOS and Android applications in the span of one semester (3.5 months).