

Leah Wang

Product Designer



<https://leah-wang-design.github.io/portfolio.github.io/> ↗

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Experience

Buywithme, Product Designer (Contractor)

May 2021 – Present, Remote

- Work with founder and business manager in a design team of three on a social shopping website.
- Create design iterations, wireframes, and high-fidelity prototypes based on insights from user research, user testing, and business needs.

SalesChamp, Product Designer (Freelance)

Jan 2021 – Present, Greater Boston Area

- Work with a developer team of three on a B2B app for Shopify users in an agile environment.
- Created information architecture and user stories for the app.
- Conducted generative and evaluative research. Created design iterations, high-fidelity design, and prototypes for the invoice feature. Hand-off the feature to the engineer team.

Broward Public Schools, Product Designer (Contractor)

Sep 2020 – Jan 2021, Remote

- Led a design team of three developing an online teaching app that improves teaching efficiency, class engagement with fun and interactive learning experiences.
- Organized and facilitated design discussions.
- Conducted user research, interviews, and competitive analysis to define problems and gain user insights.
- Created wireframes, wire flows, design iterations, final UI designs, and interactive prototypes.

CBT, Designer (Full-time)

Dec 2017 – Sept 2020, Boston, MA

- Conducted analysis and research for architectural and urban design projects for buildings and cities in UAE and U.S. cities.
- Created concepts and design iterations with human-centered design thinking for award-winning competitions.
- Facilitated workshops with a large team of designers, project managers, engineers from early concept to construction phases.
- Produced analysis diagrams, data visualization graphics, 3D graphics, 3D models, rendering, design narratives, and prepared design presentations and reports for clients' meetings.

Education

Columbia University in the City of New York

M.S. Architecture and Urban Design | 2017

Beijing Forestry University

B.E. Urban Planning and Urban Design | 2016

Springboard

UX Design Certificate | Dec 2020 – May 2021

Skills

UX/UI Design

Figma, Sketch, Adobe XD, InVision, Principle, Balsamiq

Programming

HTML, CSS, Javascript, Bootstrap, jquery

2D Graphic

Adobe Suite (Illustrator, Photoshop, InDesign, After Effects, Premiere), AutoCAD, ArcGIS

3D Modeling/Graphic

Rhino, Grasshopper, Sketchup, Unity, 3Dmax Studio, Maya

User Research/Testing

Competitive Analysis, Empathy mapping, Affinity Diagram, Survey, Interview, User testing

Design Awards

'Ripple' – Director's Choice Award ↗

Arch Out Loud competition, 2017

'Nogales Station' – Finalist Award ↗

Archstorming competition, 2017