Leah Wang
Product Designer

https://leah-wang-design.github.io/portfolio.github.io/ ↗
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| Experience

Buywithme, Product Designer

May 2021 - Present, Remote | Contractor

• 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

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 storied 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

Sep 2020 - Jan 2021, Remote | Freelance

• 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

Oct Dec 2017 - Sept 2020, Greater Boston Area | Full-time

• 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