Meng Yang

Entrepreneur & User Experience Manager

Contact

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https://www.linkedin.com/in/yangmeng

Portfolio

https://mengyang-ux.com/

SKILLS

Interaction Design

Wireframe Prototype

User Research

User Testing Survey Interview

Visual Design

Icon Design High Fidelity Mockup

Coding

HTML CSS JavaScript

EDUCATION

Ph.D. in Information and Library Science, 08/2005

University of North Carolina at Chapel Hill

Bachelor of Engineering in Management Information Systems, 07/1998

Beihang University, Beijing, P. R. China

2020-2022 — Founder at CampVan

🎖 2nd Place in NECINA Innovation Challenge 06/2021

· As founder/product manager/designer, led the small dev team to build the website and iOS and Android apps for CampVan: a social software where parents can find after-school activities.

· Promoted the apps and website among various local parent groups and gathered feedback for quick iterations

2015-2021 — Manager of User Experience and Customer Insights at NetBrain

🎖 Presidential Award 01/2016

· Led the Design System website design and collaborated with developers to define common components on an ongoing basis

· Led the design of various innovative projects including network discovery, API Integration, and topology map layout for both traditional networks and cloud networks (AWS and Azure)

· Initiated the Customer Insights Program, gathered feedback from both internal customer-facing departments and external customers and influenced feature prioritization process

2014-2015 — Senior Interaction Designer at PegaSystems

· Closely collaborated with the product managers to define requirements and shape product strategies through user journey mapping, iterative design wireframes and high-fidelity prototypes

· Redesigned and greatly simplified various areas of Pega Marketing products including system health, marketing profile, dashboard and simple marketing campaigns

2013-2014 — Senior Interaction Designer at Kronos

🎖 Technical Achievement Award 01/2014

· Lead various innovative projects including social and gamification, through effective UX deliverables such as storyboarding, wireframes, scenarios, prototypes, etc.

· Revamped and greatly simplified traditional analytics dashboard design, including both web and tablet platform

2005-2012 — User Experience Researcher & Interaction Designer at IBM

🎖 Lotus Sametime 7.5 Release Award 08/2007

· Defined user experience goals, core business use cases and Key Performance Indicators (KPIs) and communicated to the executives and product managers

· Conducted extensive interviews/surveys/usability testings with enterprise users and customers, developed user personas and mocked up wireframes

2000-2005 — Research Assistant at UNC-Chapel Hill

🎖 Best Dissertation Proposal Award, 11/2004

🎖 Best Conference Paper Award (Co-Author), 2004

· Worked on the NSF-funded Open Video Digital Library Project (http://www.open-video.org)

· As a team lead, designed and developed video retrieval system (programming in PHP&MySQL and JavaScript) for TREC Video Retrieval Evaluation (TRECVID)