

Charles Wu

Systems Design Engineering, Management Science Option

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Objective

I aim to solve interaction problems using simple, effective methods.
I love working *and* playing with new technologies.

Experience

UI Designer

McKinsey Digital New York City, NY

Jun–Aug 2014

- Developed customer requirements, defining and creating objectives, data-driven designs, and interactive prototypes
- Designed wireframes, storyboards, and high level designs for several Fortune 500 companies

UX/Android Developer

Intelligent Mechatronics Systems Waterloo, ON

Sep–Dec 2013

- Conducted research and user-needs analyses to redesign the app to increase overall customer experience
- Analyzed and improved Android codebase, decreasing load time by approximately 50%

iOS Mobile Developer

Ash City Worldwide Richmond Hill, ON

Jan–Apr 2013

- Managed product development lifecycle, prototyping, development, and testing of company app
- Testing of customer application
- Developed and published the iOS App independently

Web Content Developer

Raymond James Ltd. Toronto, ON

May–Aug 2012

- Worked and consulted with several senior level advisors to create custom websites
- Redesigned the employee Intranet site using HTML5, CSS3, JS, Photoshop, and Flash
- Created and updated content for the Raymond James home page, impacting hundreds of daily users

Business Project Assistant

York Municipality Newmarket, ON

Sep–Dec 2011

- Developed a new user feedback system that was implemented in several senior assistance centres
- Improved complex workflows by introducing digital formats
- Improved user experience through simplification and reducing the required clicks per action

Skills

Proficient: User Research, Problem Analysis, Prototyping (Ai, Ps)

Experienced: Consulting, Objective C, HTML/CSS, Javascript,

Familiar: Machine Learning, SQL, Python

Education

Bachelor of Applied Science in Systems Design Engineering, Management Science Option (Graduating April 2015)

University of Waterloo, Waterloo, ON.

Relevant Courses: Cognitive Ergonomics, Human Factors, Engineering Design, Data Structures & Algorithms

Activities and Interests

Projects

- Working on citizen science and gamification project to increase efficiency of visual classification tasks
- Created device to wirelessly transfer data files via gestures
- Developed and published an Android study tool
- Developed a fitness tracking app to process sensor data
- Freelance Photography

Volunteer

- EngSoc Class Rep for Systems Design 2015 (2010 - Present)
- Orientation Leader and Director (2012 - 2014)

Student Organizations

- Co-op Storage - Co-Founder & Designer (2014)
- BufferBox - Student Designer and Team Lead (2012)

Recreation

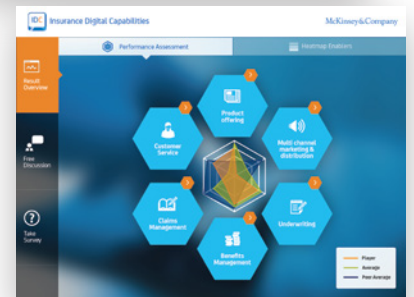
Biking, Frisbee, Volleyball, Soccer, Piano, Guitar, Cinema, Short walks on the beach

Portfolio

Design and Development

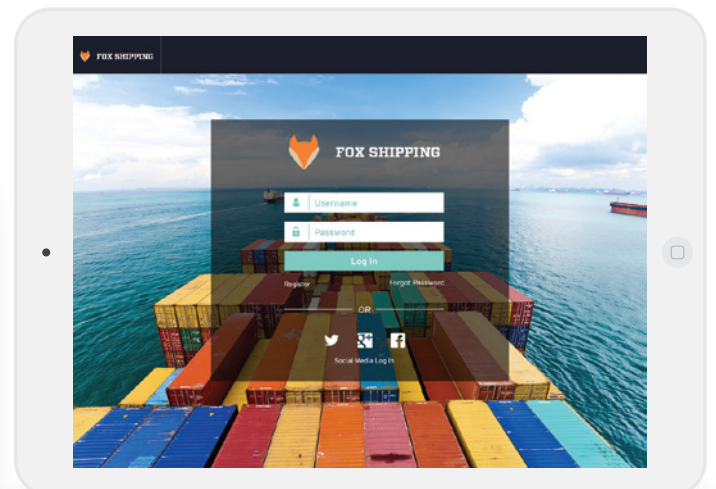
Digital Health Insurance

Developed dashboard and survey screens for an iPad app that focused on survey distribution and analytics. By designing with behavioural nudges in mind, users can better understand and evaluate tasks, decreasing task completion time.



iPad Login Screen

Developed multiple iterations for a login screen and featured animation features using Framer.JS

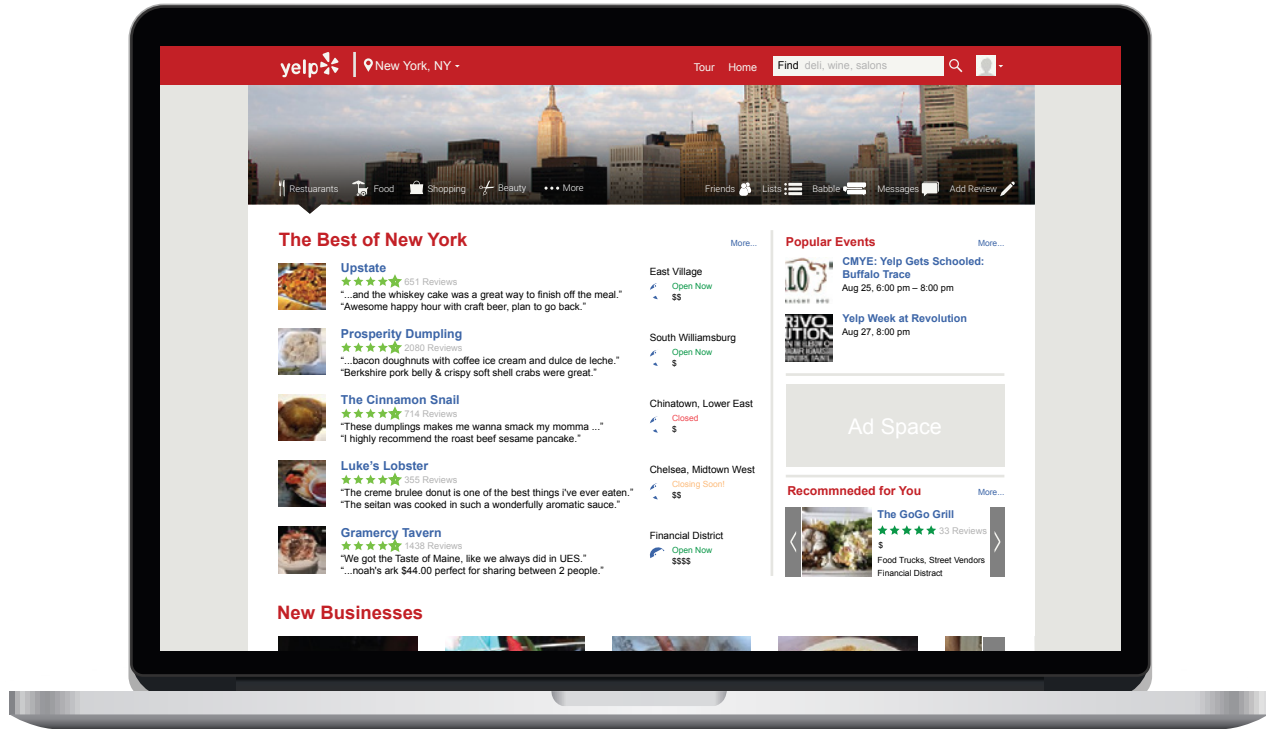


Portfolio

Design and Development

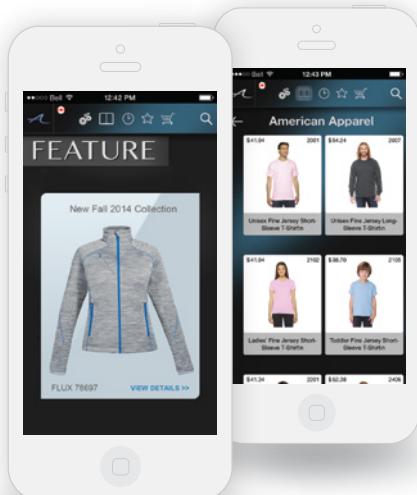
Yelp Redesign

Yelp has been an amazing tool for me and countless others – but I felt it needed a fresher look to help improve the user experience. With this redesign, I kept the 80-20 rule in mind and strove to simplify and refine existing features. A more in depth analysis can be viewed on my website.



Ash City iOS App

Independently designed, developed, and published a catalogue and ordering app.



Focus Android App

Independently designed, developed, and published a work timer, based on the pomodoro technique.

