


Charles Wu

UX Designer & Developer

1.647.767.6126 

charleswu.ca 

im.charles.wu@gmail.com 

Objective

I aim to solve interaction problems through the use of research and prototyping, ensuring beautiful and effective results.

Experience

UX Designer & Developer

DIVE Networks Inc

Aug '15 – Jul '16

- Designed and developed widgets from conception to delivery
- Researched and optimized content for responsive web and large format displays
- Created script to automatically test and compare widgets via visual differences

UX Designer and Developer

Crowd Curio

Jan – Jun '15

- Created wireframes and web interfaces, designed specifically for crowd-sourcing citizen science project
- Developed front-end code to implement designs, and integrated using Git and Django

UI Designer

McKinsey Digital

Jun – Aug '14

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

UX/Android Developer

Intelligent Mechatronics Systems

Sep – Dec '13

- Conducted user research and needs analyses to redesign a vehicle infotainment app and improve customer experience
- Analyzed, developed, and improved Android codebase, decreasing load time by over 50%

iOS Mobile Developer

Ash City Worldwide

Jan – Apr '13

- Managed product development lifecycle, prototyping, development, and testing of company inventory app
- Single-handedly developed, designed, and published product

Web Content Developer

Raymond James Ltd.

May – Aug '12

- Redesigned the Canadian Intranet site using HTML, CSS, JS, Photoshop, and Flash
- Created and managed content for the Raymond James website, impacting hundreds of daily users

Skills

UX: User Research, Problem Analysis, Prototyping, Adobe Ps/Ai

Dev: HTML, CSS, JS, JQuery, Django, Python, Obj-C, Java, Clojure(script)

Other: Cognitive Ergonomics, Machine Intelligence, Production Management

Education

Bachelors of Applied Science (BASc), Systems Design Engineering, 2015

Option in Management Science

University of Waterloo, Canada

Projects and Interests

Projects

- **Curio-X:** A citizen science and gamification project (UX design and web-dev)
- **Co-op Storage:** Co-Founder & Designer (2014)
- **BufferBox (acquired by Google):** Student Designer and Team Lead (2012)
- **Proxima:** Created a device to wirelessly transfer data via gestures
- **Focus:** Developed and published an Android study tool
- **InFit:** Developed a fitness tracking app to process sensor data

Volunteer

- Engineering Society Class Rep for Systems Design 2015 (2010 - 2015)
- Orientation Week Leader and Director (2012 - 2014)

Recreation

Photography, Bartending, Volleyball, Cinema, Short walks on the beach