


Charles Wu

UX Designer & Developer

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Objective

I aim to solve interaction problems through the use of research and well designed experiences, ensuring beautiful and impactful results.

Experience

UX Designer & Developer

DIVE Networks Inc

Aug '15 – Jul '16

- Created wireframes, prototypes, and information architecture for web app from conception to delivery
- Researched and optimized visual display content for responsive web and large format displays

UX Designer and Developer

Crowd Curio

Jan – Jun '15

- Designed wireframes and application interfaces for a crowd-sourced citizen science project
- Increased user engagement by improving their ability to discover and contribute data by gamifying experiments into interactive modules

UI Designer

McKinsey Digital

Jun – Aug '14

- Created custom client experiences using data science and user-centered design methodologies
- Designed wireframes, storyboards, and mock-ups, making use of user research, and justifying each step

UX/Android Developer

Intelligent Mechatronics Systems

Sep – Dec '13

- Conducted user research and needs analyses to design a vehicle infotainment app, ensuring safety and ease-of-use
- Developed features for added user convenience

iOS Mobile Developer

Ash City Worldwide

Jan – Apr '13

- Managed, designed, and developed a clothing inventory and ordering app: created project requirements, wireframes, image assets, code; conducted user research and testing

Web Content Developer

Raymond James Ltd.

May – Aug '12

- Redesigned and developed the Canadian intranet site, improving on design clarity and news accessibility
- 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

In my free time, I enjoy climbing, photography, volleyball, biking, travelling, and long walks on the beach