Charles Wu
UX Designer & Developer

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Objective

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

Experience

UX Designer and Developer
Crowd Curio Waterloo, ON   Jan–Jun 2015

• 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 New York City, NY   Jun–Aug 2014

• 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 Waterloo, ON   Sep–Dec 2013

• 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 Richmond Hill, ON   Jan–Apr 2013

• 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. Toronto, ON   May–Aug 2012
• Redesigned the Canada Intranet site using HTML5, CSS3, JS, Photoshop, and Flash
• Created and managed content for the Raymond James website, impacting hundreds of daily users

Business Project Assistant
York Municipality Newmarket, ON   Sep–Dec 2011

• Developed a new user feedback system that was then implemented in senior assistance centres
• Improved user experience through simplification and the reduction of required clicks per action

Skills

UX: User Research, Problem Analysis, Prototyping (Adobe CS)

Dev: HTML5, CSS, JS, JQuery, PHP, Django, Python, Obj-C, Java

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)
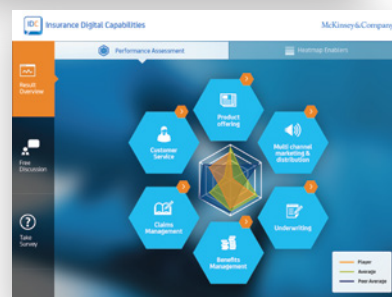• Orientation Week Leader and Director (2012 - 2014)

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

Portfolio
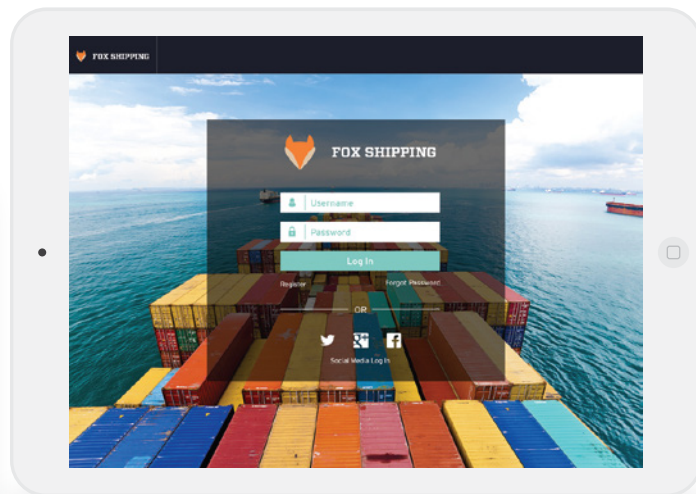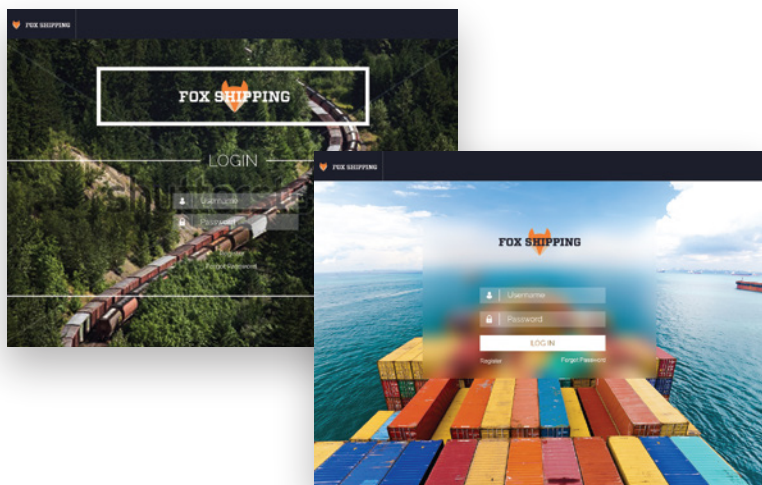## Design and Development

Digital Health Insurance

Developed dashboard and survey screens for an iPad app that focused on survey distribution and analytics. By designing with user behaviours in mind, the product was intuitive and direct, decreasing task completion time.

iPad Login Screen

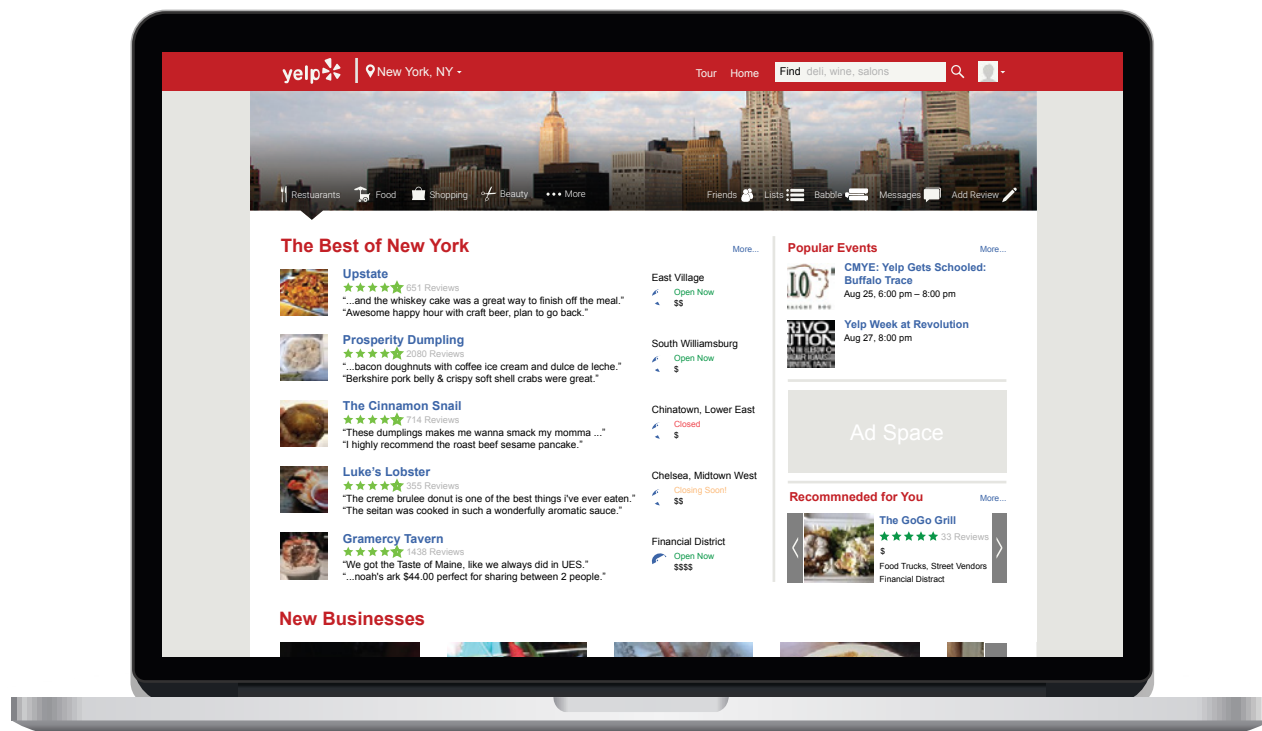Developed multiple iterations for a login screen with working animation, using Framer.JS

Portfolio
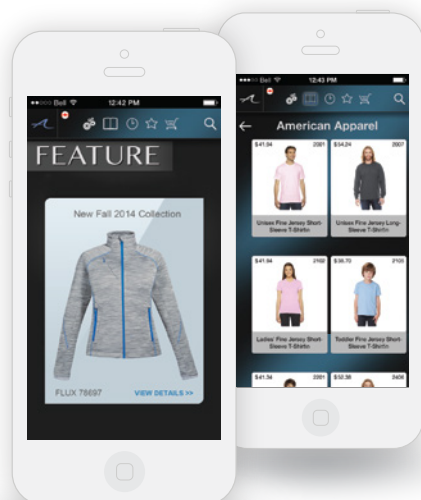## Design and Development

Yelp Redesign

Yelp has been an amazing tool for me and countless others – but I felt it needed a cleaner interface to 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

I independently designed, developed, and published a catalogue and ordering application.

Focus Android App

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