

Charles Wu

UX Designer & Developer

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Summary

A talented and versatile user-experience designer & developer, adept in research, planning, and converting user needs into product requirements. He is efficient at balancing design with code to increase team efficiency.

Experience

UX Developer

09/2016 – Present

CareerJSM, Toronto

- Designed interactive mock-ups for potential and existing clients to demonstrate application workflow
- Conducted web accessibility audit and performed necessary design and code updates to meet requirements
- Planned and implemented user testing sessions to validate features

UX Developer

08/2015 – 07/2016

DIVE Networks, Toronto

- Led company UX training sessions to enhance product direction
- Optimized content for web and TV displays, factoring in content size, speed, and viewer distance
- Created user personas and use-cases to enhance functionality and usability for key audiences
- Developed an automation script to isolate anomalies by analyzing visual differences

UX Designer & Developer

01/2015 – 06/2015

Crowd Curio, Waterloo

- Improved user engagement by testing and optimizing different layouts and through added gamification elements
- Created information architecture maps, wireframes, and prototypes

UI Designer

06/2014 – 08/2014

McKinsey Digital Labs, New York

- Assessed 4 client projects, analyzed feature requirements, and generated designs
- Produced wireframes, storyboards, and mock-ups, making use of user research and user-centered design principles

iOS Developer & Product Designer

01/2013 – 04/2013

AlphaBroder (formerly Ash City), Richmond Hill

- Solely managed, designed, and developed a catalog and ordering application from conception to delivery within a 4 month deadline
- Organized and led one-on-one user testing sessions

Skills

UX: User Research, User Testing, Web Accessibility, Prototyping (Adobe Xd, Ai)

Dev: HTML, CSS (SCSS, BEM), JS (Vanilla, Ember), Python, Java, Git

Education

Bachelors of Applied Science (BASc) University of Waterloo

Systems Design Engineering,
Option in Management Science

Projects and Interests

Projects

- Curio-X: Contributed to a citizen science and gamification project to digitally catalog archived images
- BufferBox (acquired by Google): Led a team of 3 designers and marketers
- Proxima: Designed and fabricated a glove to wirelessly transfer data via gestures
- Focus: Built and published a study tool
- InFit: Developed a fitness tracking app that processed sensor data

Volunteer

- Engineering Society Class Rep for Systems Design 2015
- Orientation Week Director 2013-2014
- Orientation Week Leader 2012

Recreation

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