

# 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