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

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 approximately 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 shipped said app

Web Content Developer
Raymond James Ltd. Toronto, ON   May–Aug 2012
- Worked with several senior level advisors to design and develop custom websites
- 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
- Simplified complex workflows by migrating to a digital medium
- Improved user experience through simplification and the reduction of required clicks per action

Skills

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

Dev: Front-End, iOS/Android

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

Activities and Interests

Projects
- **Crowd Curio:** a citizen science and gamification project (UX design and web-dev)
- **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)

Student Organizations
- Co-op Storage - Co-Founder & Designer (2014)
- BufferBox (acquired by Google) - Student Designer and Team Lead (2012)

Recreation
Photography, Biking, Volleyball, Frisbee, Piano, Cinema, Short walks on the beach