Charles Wu

UX Designer & Developer

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Summary

A versatile user-experience designer & developer. Adept in converting user needs into product requirements, with project analysis skills. Efficient at creating designs that translate into tangible results, through the means of prototypes, animation, and code.

Experience

UX Designer
CareerJSM, Toronto   Sep 2016 – Apr 2018

- Designed features, wireframes, mockups, and prototypes for stakeholders to demonstrate new features
- Conducted user testing and interviews for product validation and quality assurance
- Audited and implemented code for accessibility, responsiveness, and localization
- Presented to and mentored coworkers on UX best practices

UX Designer
DIVE Networks, Toronto   Aug 2015 – Jul 2016

- Led company UX training sessions to enhance overall 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
Crowd Curio, Waterloo   Jan 2015 – Jun 2015

- Improved user engagement by testing and optimizing different layouts and through added gamification elements
- Designed information architecture maps, wireframes, and prototypes, implemented with HTML/CSS/JS

UX Designer
McKinsey Digital Labs, New York   Jun 2014 – Aug 2014

- Produced wireframes, storyboards, and mock-ups, making use of user research and user-centered design principles
- Developed and presented interactive prototypes with FramerJS

iOS Developer & Product Designer
AlphaBroder (formerly Ash City), Richmond Hill   Jan 2013 – Apr 2013

- Independently managed, designed, and developed a mobile app, from conception to delivery, within a 4 month deadline
- Organized and led user testing sessions

Skills

UX: User Research, User Testing, Wireframing, Information Architecture Design, Prototyping (Adobe CS, Sketch, Axure), Web Accessibility (WCAG 2.0)

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

Education

Bachelors of Applied Science (BASc), University of Waterloo
2010 – 2015
Systems Design Engineering, Option in Management Science

Projects and Interests

Projects

- Curio-X: Designed and optimized a citizen science and gamification project to digitally catalog plant images
- BufferBox (acquired by Google): Led a team of 3 student designers and marketers for product growth
- Proxima: Fabricated a glove to wirelessly transfer data via gestures
- Focus: Built and published a study tool
- InFit: Developed a fitness tracking app to process biometric data

Recreation

In my free time, I enjoy rock climbing, photography, volleyball, biking, cooking, and traveling.