

# Charles Wu

UX Designer & Developer

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## Summary

A versatile and flexible user-experience designer & developer, adept in research, planning, and converting user needs into product requirements. He is efficient at converting designs into tangible results through the means of prototypes, animation, and code.

## Experience

### UX Developer

Sep 2016 – Present

CareerJSM, Toronto

- Designed and implemented 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 WCAG Level-A requirements
- Planned and implemented user testing sessions to validate features

### UX Developer

Aug 2015 – Jul 2016

DIVE Networks, Toronto

- Led company UX training sessions to enhance product direction
- Optimized visual 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

Jan 2015 – Jun 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

Jun 2014 – Aug 2014

McKinsey Digital Labs, New York

- Produced wireframes, storyboards, and mock-ups, making use of user research and user-centred design principles
- Worked with clients to translate business requirements into feature sets and designs

### iOS Developer & Product Designer

Jan 2013 – Apr 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 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

### Recreation

In my free time, I enjoy rock climbing, photography, volleyball, biking, the culinary arts, and traveling.