# 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 prototypes, animation, and code.

## Skills

**UX:** User Research, User Testing, Web Accessibility, Prototyping (Photoshop, Illustrator, Sketch, InVision), Responsive Design, Copy Writing

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

## Experience

UX Developer

CareerJSM, Toronto Sep 2016 – Present

* 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

DIVE Networks, Toronto Aug 2015 – Jul 2016

* 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

Crowd Curio, Waterloo Jan 2015 – Jun 2015

* Improved user engagement by testing and optimizingdifferent layouts, and through added gamification elements
* Created information architecture maps, wireframes, and prototypes

UI Designer (Co-op)

McKinsey Digital Labs, New York Jun 2014 – Aug 2014

* 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 (Co-op)

AlphaBroder (formerly Ash City), Richmond Hill Jan 2013 – Apr 2013

* Improved user engagement by testing and optimizingdifferent layouts, and through added gamification elements
* Created information architecture maps, wireframes, and prototypes

## 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 datavia 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.