# Charles Wu

#### UX Designer & Developer

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## Summary

A versatile and agile 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.

## 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, Java, Git

## Experience

UX Developer

CareerJSM, Toronto Sep 2016 – Present

* Designed and implemented prototypes for stakeholders to demonstrate new Job Search Management application features
* 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 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

Crowd Curio, Waterloo Jan 2015 – Jun 2015

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

UX 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-centered design principles
* Consulted 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

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

## Education

Bachelors of Applied Science (BASc), University of Waterloo

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 images
* BufferBox (acquired by Google): Led a team of 3 designers and marketers
* Proxima: Fabricated and tested 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

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, cooking, and traveling. I also work on my Android app, which uses AI and machine learning to improve personal schedules.