Kaiwei Wang
UX Designer | UX Engineer

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EXPERIENCES

Graduate Research Assistant
1.9.2017 - present

Research Network Operations Center at Georgia Tech

- Ran RNOC lab including operation of platforms, services and assistiting with hosting the CIC(Convergence Innovation Competition).
- Took lead on integrating campus websites/APIs into a container framework with consistent style of code and appearance.

UX Designer, Web Developer
5.1.2015 - 8.1.2015

Summer Internship at **www.imlc.io**

- Using HTML5 and React.js, developed the backend framework and frontend interface for **educational app suite** that enabled elementary school students to collaborate in class in real time.
- Conducted **ethnographic study** at local schools to gather qualitative user data and apply findings to the design.

PROJECTS

TapTile
UX Designer, UX Researcher, Programmer 9.1.2016 - 12.5.2016

- Conducted user research and found opportunities to enhance **social interaction** at campus bus stops.
- Took lead on interaction design and software development of **prototype** TapTile with **Arduino**.
- Won first prize in CIC (Convergence Innovation Competition) Fall 2016.

PhET Education Sims
UX Researcher   9.1.2016 - 12.1.2016

- Conducted user research on **accessibility** design of web-based simulations that help students learn science concepts.
- Took lead in evaluating the sound design and executing cognitive walkthrough with teachers.

LaTeX Transformer
Team Leader, Algorithm Engineer   9.1.2015 - 12.20.2015

- Led a team of four that implemented a **machine learning** algorithm that translates an image of math formulas into corresponding LaTeX code.
- Took lead on **large image data processing** on pixel level and implementing the section of the algorithm that detects the relationship between symbols in the formula.

EDUCATION

Georgia Institute of Technology
M.S. in Human-Computer Interaction

GPA 4.0   2016 - 2018 (Expected)

University of Michigan
B.E. in Computer Science

GPA 3.9   2014 - 2016

Shanghai Jiao Tong Univeristy
B.E. in Electrical and Computer Engineering

GPA 3.8   2012 - 2016

SKILLS

Computer Science
Machine Learning (SVM, CNN)

Randomized Algorithm

Facial Recognition Algorithm

Programming Language & Tool
Python   Matlab   C   C++   Java

HTML5   JavaScript   CoffeeScript

CSS   React.js   Node.js

jQuery   Unity   Bootstrap

Arduino   MySQL

Design
Photoshop   Axure   iMovie

Processing   Framer.js   Sketch

Logo Design

Research & Management
Qualitative User Research   Affinity Mapping

Data Analysis   Persona Development

Agile Development   A/B Testing

Paper Prototype

Language
Chinese (native language)

English (full professional proficiency)