

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 assisting 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 ethnography 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.
- 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 2012 - 2016

Shanghai Jiao Tong University

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		
Qt	Unity	Bootstrap		
Arduino	MySQL			

Design Tools

Photoshop	After Effects	iMovie
Processing	Framer.js	Sketch

Research & Management

Qualitative User Research	Affinity Mapping
Data Analysis	Persona Development
Agile Development	A/B Testing
Waffle.io	

Language

Chinese (native language)
English (full professional proficiency)