Paco Wong

UX Design, Product Management, Software Engineering

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SKILLS AND TOOLS

Engineering   HTML, CSS, PHP, SQL Server, MySQL, Python, Swift

Tools/Framework   Git, React, Xcode, AGILE/SCRUM

Design   Figma, Adobe Photoshop, Illustrator, XD, InDesign

EDUCATION

Indiana University   May 2021

B.S. Business and Informatics   GPA: 3.96/4.00

Majors: Marketing, Tech Management, Informatics

PROJECTS

Official IU Mobile App

Used Swift, Figma, and Firebase to design and develop a new IU Mobile app, which I pitched to the UX Office, which eased students in finding resources on campus.

Mahjong Game

Used Python to develop a text-based strategy game that allows users to play against three computer players, improving my object-oriented programming and Python skills.

ACTIVITIES

Code At IU   Bloomington, IN

President   January 2018 – Present

- Cultivate a fun environment for members in club meetings and communications, increasing member engagement by 400%.
- Introduce Xcode and Swift to members through workshops, increasing their interest in app development and programming.
- Collaborate with other board members for a rebranding effort to attract more members, resulting in a growth of 35 members.

TEDxIndianaUniversity   Bloomington, IN

Head of Graphic Design   February 2018 – Present

- Foster a collaborative culture within the Production team and increased communication between departments, resulting in improved workflow in creating promotional materials.
- Create graphics and animations for a conference as well as posters for the Marketing team to promote brand awareness on campus, attracting 1000+ students attending the conference.

EXPERIENCE

ServiceNow   Santa Clara, CA

Incoming Quality Engineer Intern   May 2020 – August 2020

Indiana University UX Office   Bloomington, IN

User Experience Engineer   January 2018 – Present

- Write 7 in-depth Design System Research reports related to user experience, benefiting web framework design decisions and increased the UX Office blog views by 240%.
- Develop a Progressive Web Application using React and conducted surveys and usability tests, leading to a better understanding of students' behaviors.
- Conduct over 15 usability testing sessions for different tools to understand user behaviors, better informing the design decisions of current and future tools at Indiana University.

The Computer in Business   Bloomington, IN

Teaching Assistant   August 2018 – Present

- Collaborate with professors to assist over 120 students in order to increase their skills in Microsoft Access and Excel.
- Support over 500 students with their assignments and graded projects in over 20 extra help and office hour sessions.
- Demonstrate commitment, teaching, and technical skills, resulting in being chosen as one of 5 new Teaching Assistants.

VOLUNTEERING

LGBTQ+ Cultural Center   Bloomington, IN

Mentor   August 2019 – Present

- Mentor a LGBTQ+ freshman through meetings and activities, enhancing their first-year experience at Indiana University.

ACHIEVEMENTS

GT-IDEA Case Competition	1st Place
PwC Challenge Case Competition	1st Place
Lilly Deloitte Data Challenge Case Competition	1st Place
EY C204/5 Case Competition	2nd Place
IU Deloitte Case Competition	2nd Place
MSIS 3+1 Case Competition	Top 5 Finalist