

**4** +1 415 627 8565

⇔ tingweiwu.com

#### **EDUCATION**

### University of Michigan, Ann Arbor

Master of Science in Information, UX Design and Research track Ann Arbor, MI | APR '19 | GPA: 4.0

### City University of Hong Kong

Bachelor of Arts in Translation and Interpretation

Hong Kong | JUL '16 | GPA: 3.71 (Dean's list) | Full-tuition waiver scholarship

### **WORK EXPERIENCE**

### Google Inc.

**UX Design Intern** | MAY '18 – present, Mountain View, CA

- Lead and conduct UX research and design process of a product team to define milestones and deliver MVPs for experiments
- Deliver design mocks, specs and prototypes to facilitate product development

#### DFI Inc

**Technical Writing and Marketing Intern** | FEB '17 – APR '17, Taipei, Taiwan

- Collaborated with engineers, product managers, industrial designers and marketers to create intuitive technical manuals and user guide
- Planned worldwide marketing materials and increased CTR by ~15%

# Language and Cognition Laboratory, CityU

**Research Assistant** | NOV '15 - JUL '16, Hong Kong

• Initiated eye-tracking experiments and conducted pilot study of analyzing translators' cognitive behaviors to inform future HCI research direction

#### Testrite Group, Crate&Barrel Co., Ltd.

*Translator* | JUN '15 – AUG '15, Taipei, Taiwan

Cooperated with branding team to achieve successful positioning in new market

## **SELECTED PROJECTS**

# Detroit Zoological Society, Design Clinic

**UX Designer** | JAN '18 - present, Ann Arbor, MI

 Planned head to toe UX efforts to evaluate and redesign the volunteer training program to streamline the onboarding process for volunteers and zoo staff

### BuddyUp

Interaction Designer | SEP '17 - DEC '17

- Conducted rapid wireframing, prototyping and testing to design a mobile app for connecting sport communities and bridging information gaps in existing services
- Iterated on storyboards, interaction flows and design specification based on user feedback with prototypes of different fidelity

### HomieCycle, 2018 CHI Student Competition

**UX Designer** | SEP '17 - DEC '17

- Designed a ubiquitous computing solution from scoping, ideation to testing to motivate behavioral change of recycling in campus housing
- Consolidated research and testing results to lead user-centered design decisions by prioritizing design features that tie back to users' needs

#### **SKILLS**

### **UX** Design

Wireframing
Rapid Prototyping
Persona and Scenario
Storyboarding
User Journey Mapping
Sketching
Storytelling
Internationalization Design

### **Qualitative Research**

Competitive Analysis Usability Testing Contextual Inquiry Interviews Affinity Analysis Heuristic Evaluation

### **Quantitative Research**

Eye Tracking Surveys Statistical Analysis

#### **TOOLS**

## Design

Sketch Adobe Creative Suite Principle Axure OmniGraffle Framer

### **Programming**

Python HTML/ CSS JavaScript Java

### **LANGUAGES**

Mandarin Cantonese Japanese Basic French

## **COURSE HIGHLIGHTS**

Interaction Design Integrated Product Design Needs Assessment & Usability Evaluation