WS

< Wendy Sung />

>> humanist designer and coder
>> passionate about solving social issues creatively and strategically
>> studying computer science and human-centered designs

https://wendysung.github.io/WendySung/

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// SKILLS

Coding Languages

Java
JavaScript
 HTML/CSS
Python
jQuery
SQL

Systems

Figma
Adobe Creative Suite
Microsoft Office Suite
Tableau

Technique

UX/UI
User research
Prototyping
Wireframing
Sketch/Illustration
Graphic Design

// COURSEWORKS

Intro to Computer Science
Intro to Contextual Design
(Fall 2020)
Data Structures (Fall 2020)

// EDUCATION

Barnard College, Columbia University

Sept 2019 - May 2023
BA Computer Science, GPA: 3.94, Dean's List 2019

// WORK EXPERIENCE

The Women's Network / User Research and Product Designer intern
May 2020 - present / New York, NY (remote)

• Conducted user research using surveys and SQL on over 3000 members to provide relevant product insights for TWN's recruitment tools.
• Strategized product based off insight and saw memberships grow by 5000+ in 2 months.
• Ideated and designed TWN's internship search product for over 5000 members to find exclusive internship opportunities.
• Coded TWN's internship webpage using html, CSS, JS, Bootstrap, jQuery & Squarespace.

Columbia Virtual Campus / Product Designer
Aug 2020 - present / New York, NY (remote)

• Collaborated with PMs and Engineers on user research, wire-framing and prototyping of 5 iterative design projects that increased web traffic by 210%.
• Designed a Mock Interview onboarding page that recruited 10 interviewers to conduct 50+ mock interviews over the span of 3 weeks.
• Led the Virtual Student Group Space design sprint in the span of 1 week using Figma and HTML/CSS.

// PROJECTS

JustDesignathon / Product Designer
Sept 2020 / New York, NY (Remote)

• Collaborated with 3 teammates and designed a product in 48 hrs that connects volunteers to organizations based on their social values and interests .
• Conducted user research and created personas to guide design thinking and decisions.

Design at Columbia/ Product Designer
July - Aug 2020 / New York, NY

• Collaborate with 2 teammates to tackle the productivity and mental health challenges students face during remote learning.
• Design an app building small habits with a mental-health focus to tackle large tasks.
• Conduct user research and A/B testing for analyzing and informing on prototypes.