WINNY HUANG
www.winnyhuang.com

skills

design tools
Fireworks, Photoshop, Illustrator, Flash, Edge
InDesign, Balsamiq, Omnigraffle

design process
Information Architecture, A/B Testing,
Usability Studies, Rapid Prototyping
Wireframing, Color Psychology

technical experience
HTML5, HAML, CSS3, SASS, Twitter Bootstrap
EmberJs, jQuery, Javascript, Java, Ruby on
Rails, Git

management tools
Jira, Confluence, Keynote, Asana, PivotalTracker, FogBugz

leadership positions
Project Lead, Social Apps Lab
ASB President, Harker High School
Editor, Talon Yearbook

foreign languages
Mandarin, Cantonese

education

UC BERKELEY
Bachelor of Arts in Cognitive Science
Computational Modeling Specialization
Graduation: May 2013

Apple
Engineering Tools Intern | Sept '12 - Present

- Led UI/UX design of several enterprise tools
- Translated user stories into feature requirements
- Rapid prototyped design decisions
- Produced high-fidelity mockups
- Spec'd out acceptance criteria for development teams
- Conducted user studies and lead focus groups
- Built web interface with Twitter Bootstrap
- Designed flowcharts and diagrams for program office

Autodesk
UX Design Intern | June '12 - Aug ' 12

- Wireframed user experience of future cloud platform with Illustrator
- Coordinated projects with cross-functional teams
- Established feature requirements for the cloud platform
- Helped create platform architecture flow chart
- Designed and spec'd out a web feature for Autodesk360 platform

Social Apps Lab
Lead UI/UX Designer | Sept '11 - Dec '12

- Led a team of programmers in developing mobile & web-based game
- Designed user interface for 15+ page web app
- Created game flow to integrate physical game play with the web
- Implemented CSS/HTML/Ruby on Rails to build front-end interface
- Managed team progress with PivotalTracker/Asana/Github
- Collaborated with the UCSF Global Initiative Team
    UC Berkeley School of Public Health
    UC Berkeley Anthropology Department

Innovative Designs
Strategic Designer | Sept '11 - Dec '11

- Translated clients' business objectives into interactive interfaces
- Provided design direction to start-ups
- Designed client's first iOS application
- Created pixel-perfect iOS UI graphics in Photoshop

Responsible Hospitality Coalition
Web Designer | March '11 - June '11

- Designed the company's first website
- Built website with CSS/HTML from the ground up
- Deployed application to hosting servers

MidTech Software Solutions
Design Intern | June '08- Sept '11

- Rebranded company's media material
- Implemented feature on homepage with CSS/HTML/Javascript
- Produced print material and web graphics