

/Lee-shin Wang/. Noun. New resident of San Jose seeking opportunities in UI/UX and Product Design

CONTACT

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STUDIES

Mobile & Ubiquitous
Computing
Interactive Products
Human Factors in Design
Lean UX Principles
User-Centered Design
Human-Computer
Interaction
Video Game Development

TOOLBOX

DESIGN

Sketch

InVision

Principle

Adobe Creative Cloud

PROGRAMMING

HTML5/CSS JavaScript ES6 Python

Agile Scrum & Kanban Test-driven development

CI/CD

Git

React.js

Node.js

Enzyme

LANGUAGES

Mandarin (native)
Cantonese (native)
German (conversational)

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY

Graduation Date: December 2018

- BS in Computer Science, Minor in Industrial Design
- Recipient of Hope, Zell Miller, and Tech Promise scholarships

EXPERIENCE

BIG NERD RANCH | UI/UX Design Lead

May 2018 - Present, Atlanta GA

- Created high and low fidelity prototypes and design systems for both native iOS and Android development for 7 consumer-facing products
- Conducted UX research for an IoT project, gathering key insights to create a seamless user journey from hardware to software
- Led design thinking and prototyping for a proof-of-concept Al kneeboard application for US Navy fighter pilots
- Audited Android designs for a video relay, on-demand interpreting app for the Deaf community and standardized its UI accessibility using Material Design
- Created interactive iOS prototypes for a consumer-facing financial management project and modernized the design of its debit cards

GODADDY | Software Development Engineer Intern

May - August 2016, May - August 2017, Sunnyvale CA

- Collaborated with an Agile Scrum team on GoCentral, Godaddy's website builder product
- Utilized React, Node, and unit testing to deploy essential widget features to the latest version of GoCentral, affecting over 1 million users worldwide

PERSONAL PROJECTS

GEORGIA TECH AWARE HOME | UX Designer & Researcher

August - December 2017

- Prototyped and installed a smart mirror with medication reminders and scheduling features for elderly and disabled adults
- Conducted exploratory user research to discover pain points & opportunities
- Built using an open-sourced Raspberry Pi library, a monitor, and a one-way mirror