

Kaiwei Wang



Product Designer (UX/UI)

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www.kaiwei.design

WORK

Product Designer, Web Developer(React.js) Jan 2017 - Current

Research Network Operations Center @ Georgia Tech

- Led the redesign of GT-Mobile app suite.
- Created wireframes and motion prototypes for iteration. Conducted user research and usability testing.
- Shipped the redesign. Significantly improved user experience and branding consistency.

UX Design Intern Summer 2017

Elavon, Inc

- Led the design of the help center for Elavon's e-commerce products.
- Emphasized information architecture and interaction design.
- Took part in Agile process and iterated on design based on user feedback.

PROJECTS

Interaction Designer, Visual Designer Fall 2017

M O O D

- Designed interaction for music information visualization of 5000 songs.
- Led team of 6 through brainstorming sessions and design sprint to finalize idea based on multiple design candidates.
- Prototyped and built interactive motion UI using D3.js.

UX Researcher, Interaction Designer Fall 2016

TapTile (First Place @ Convergence Innovation Competition)

- Ideated and designed tangible sensor system that transforms a flat surface into a multi-player gaming area.
- Conducted contextual user research and Facilitated design sprint to inform design.
- Took lead on interaction design with Processing.js and prototyping with Arduino.

I am a designer with a technical background. My passion lies in building empathy, prototyping concepts, and iterating for the solution.

EDUCATION

M.S. in Human-Computer Interaction

Georgia Institute of Technology

3.9 2016 - 2018 (Expected)

B.E. in Computer Science

University of Michigan

3.9 2012 - 2016

SKILLS

Design

Rapid Prototyping, Motion UI, Wireframing, Sketching, Visual Design, Interaction Design

Front-End Development

HTML, Javascript, CSS, React.js, D3.js

UX Research

Survey, Interview, Affinity Mapping, Journey Mapping, Card Sorting, Usability Testing

*Skills demonstrated at www.kaiwei.design