Jue Wang
User Experience Designer

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Education

Carnegie Mellon University
Entertainment Technology Center
Master of Entertainment Technology
Pittsburgh, PA | Aug, 2018 - May, 2020
Relevant Courses: Building Virtual Worlds, Interaction Design Overview, Game Design, Visual Story

University of Oregon
School of Journalism and Communication
Bachelor of Science
Major: Advertising
Minors: Multimedia & Economics
Eugene, OR | Sept, 2012 - June, 2016
Relevant Courses: Digital Arts, Design for Media, Writing Design Concepts, Digital Audio and Sound Design, Web Programming, Advertising and Culture, Writing for Multimedia

Australian National University
Study Abroad Program
Canberra, Australia | Feb, 2014 - June, 2014
Relevant Courses: 3D Animation, Marketing, Web Development and Design, Digital Compositing

Skills

Design
Interview
Transformational Elements
Persona Profile
Storyboarding
Wireframing
Interaction Flow Map
Rapid Prototyping
Usability Testing
Interaction Design
Visual Design
Motion Design
Web Design
Mobile App Design
3D Modeling
Illustration
Iconography
Digital Compositing
CUI Design

Tools
Adobe Suite
Unity
Sketch
Principle
Figma
InVision Studio
Origami
Adobe XD
Maya
Procreate
Perforce
Finalcut Pro
HTML
JavaScript
CSS
Nuke
Blender

Languages
English
Mandarin Chinese

Collaboration
Agile (Scrum)

Academic Projects

Artificial Intelligentsia | UI/UX Designer, Artist
Pittsburgh, PA | Spring 2019
Worked as the UI/UX designer and artist for a mobile transformational experience to demystify AI and help the public foster a more informed view of AI's potential impacts.

Interaction Design Overview | Interaction Designer
Pittsburgh, PA | Spring 2019
Worked as the designer for four human-centered design projects. From user research, storyboarding, prototyping to usability test, created designs for data display, responsive websites, mobile app, and conversational user interfaces.

Building Virtual Worlds | UI/UX Designer, 3D Artist
Pittsburgh, PA | Fall 2018
Worked as the 3D artist and UI/UX designer in a multi-disciplinary team. Created interactive VR and AR experiences. From prototyping, playtesting to executing, finished each experience in one to three weeks. Collaborated with game developers and sound designers. Platforms include HTC Vive, Meta II, Kinect, Jam-O-Drum.

Experience

Laundry Service Media Agency | Graphic Designer
Portland, OR | Sept, 2016 - Aug, 2017
Created designs, illustrations, and short animations for social media contents. Clients include Amazon, Adobe, Intel, Jordan, Sephora, Twitter, and T- Mobile.

University of Oregon Libraries | Graphic Designer
Eugene, OR | Nov, 2014 - June, 2016
Created designs for posters, digital displays, and social media campaigns. Took photos for events and exhibits.

HuaFeng Magazine | Design Lead
Eugene, OR | Jan, 2013 - Dec, 2016
Created visual designs for magazine spreads and posters. Worked with editing director and editor in chief to publish the magazine for 2 issues.

Personal Project

Global Game Jam 2019 | UI Designer
Pittsburgh, PA | Jan 2019
Collaborated with sound designer and programmers. Finished a 2D game in a team of four within 48 hours. Created 2D animations and interface design.