

Jue Wang

User Experience Designer

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Education

Carnegie Mellon University

May 2020 | Pittsburgh, PA
Entertainment Technology Center
Master of Entertainment Technology

Relevant Courses

Building Virtual Worlds, Interaction Design Overview, Game Design, Understanding Game Engines, Entrepreneurship in Entertainment Technology

University of Oregon

June 2016 | Eugene, OR
School of Journalism and Communication
B.S. in Advertising, Minor in Multimedia

Relevant Courses

Web Programming, 3D Animation, Digital Arts, Web Development & Design.

Skills

Design

Interaction Design • Rapid Prototyping
User Journey Mapping • Interaction Flow
Usability Testing • Transformational Elements
Wireframing • Storyboarding • 3D Modeling
Motion Graphics • Illustration • Visual Design
Web Design • App Design • Iconography
Parallel Prototyping • Persona Profile
Rapid Iterative Testing & Evaluation
A/B Testing • Contextual Inquiry

Platforms

HTC Vive • Oculus • ARKit • Meta II
iOS • Android • Kinect

Tools

Unity • C# • Adobe XD • After Effects
Origami • Sketch • Illustrator • Maya
Visual Studio • Photoshop • InDesign
Principle • Figma • InVision • Procreate
HTML • JavaScript • CSS • Perforce

Collaboration

Agile (Scrum)

Languages

English • Chinese

Experience

CMU HCII, Graduate Teaching Assistant

Aug 2019 - Dec 2019 | Pittsburgh, PA
Assisted teaching and provided support to the Transformational Game Design Studio class at the Human-Computer Interaction Institute of Carnegie Mellon University. Led and managed three real-world transformational game design projects.

Magnopus, XR UX/UI Design Intern

June 2019 - Aug 2019 | Los Angeles, CA
Worked as the UX/UI designer in the XR prototyping team. Responsible for low and high fidelity mock-ups, usability testing, motion design, and interface integration in Unity.

Laundry Service Media Agency, Graphic Designer

Sept 2016 - Aug 2017 | Portland, OR
Created designs, illustrations, and animations for social media contents. Clients included Amazon, Adobe, Intel, Jordan, Twitter, Sephora, and T-Mobile.

University of Oregon Libraries, Graphic Designer

Nov 2014 - June 2016 | Eugene, OR
Created visual designs for posters and digital displays.

HuaFeng Magazine, Graphic Designer

Jan 2013 - Dec 2016 | Eugene, OR
Created visual designs for magazine spreads and posters.

Academic Projects

Project Ditto, Interaction Designer & Prototyper

Currently collaborating with the Google Stadia team to design game prototypes that take full advantage of Stadia's State Share feature. Working as the interaction designer and prototyper.

Pegasus and VR Chairs, VR UX/UI Designer

Designed and developed a Pegasus riding, multiplayer, location-based, competitive VR game for the SoReal omnidirectional chair. Worked as the UX/UI designer in a five person development team.

Artificial Intelligentsia, UX/UI Designer & Artist

Worked as the UX/UI designer and artist for a mobile, transformational experience to demystify AI and to help inform the public of AI's potential impacts. Honorable Mention Award in the Student Game Design Competition at CHI PLAY 2019. Launched at the Google Play Store.

Building Virtual Worlds, VR/AR UX/UI Designer

Collaborated with engineers and sound designers to create five interactive VR and AR experiences. Assisted with prototyping, playtesting, and final execution.