

Xuan Wang

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Work Experience

Method.Inc

User Experience Intern
10/2010 - Current

Created and analyzed use cases through critical thinking to iterate on interaction models. Audited and redesigned existing interfaces to create richer experiences that were translated into visual guidelines. Produced and iterated on wireframes and design specifications based on frequent client feedback. Created user flows for interactive prototype.

Contributed to the design research, including competitive analysis, IA proposal, concept sketching, and brainstorming. Communicated design research insights, concepts, and deliverables to team and clients.

Olixus.Inc

User Experience Designer
09/2010 - 11/2010

Worked closely with CEO to lead user experience effort for Olixus.com from conceptualization to specifications under tight deadlines. Applied and advocated user-centered design thinking to inform design decisions. Proposed new information architecture for Olixus.com based on card sorting and use case analysis. Delivered interactive mockups made with Axure to engineers.

Indiana University

Web Designer
03/2010 - 05/2010

Worked closely with Townsend Lab Director to redesign web site for Configural Processing Consortium to publish conference information, deliver and archive content. Created information architecture, wireframes, and visual assets for the website. Responded to and iterated upon client feedback in short time frames. Implemented new Configural Processing Consortium website using HTML and Blueprint CSS framework.

Related Experience

Interaction Design Class

Associate Instructor
07/2009-12/2009

Instructed new design students on the application of user-centered design methods. Facilitated team collaboration and project planning for multiple student interaction design teams. Led critique and post-mortem sessions over multiple-week design projects.

Authen Taste iPhone App

User Experience Designer
09/2009 - 05/2010

Conducted user research, including interviews, pilot studies, focus group, and task flow analysis. Translated research into design insights and specifications through sketching and rapid prototyping. Created low to high fidelity prototypes for communication and user testing. Evaluated design concepts during different phases of the project for an iterative design process. Presented the whole design process and final concept to faculty and peers as thesis deliverables.

Education

Indiana University

M.S. HCI Design
09/2008-05/2010

Focused on user centered interaction design thinking and methodology, supplemented by game design and graphic design theory and practice.

Beihang University

B.S. Aerospace Engineering
09/2004 - 06/2008

Focused on Guidance Navigation and Control, Digital Image Processing.

Skills

Design Methods

Usability Testing, Sketching, Wireframing, Flow Charting, Information Architecture, Mockup, Prototyping, Interviewing, Focus Groups, Contextual Inquiry, Affinity Diagramming, Personas, Storyboarding, Ethnography, Surveys, Questionnaires, Card Sorting, Brainstorming, Task Analysis.

Languages

HTML, CSS, C/C++, MATLAB.

Tools

Photoshop, Dreamweaver, Illustrator, Indesign, Fireworks, OmniGraffle, Axure, Poser.

Activities

Award & Publication

Won 2nd prize in OZCHI 09 24-hour design challenge with project StoryTime. Published StoryTime: experiencing place through history in OZCHI '09 Proceedings

Communities

Association for Computing Machinery, ACM Special Interest Group - Computer Human Interaction, Interaction Design Association