



AIMEE WU

User Experience Designer

CONTACT

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EDUCATION

M.S. in Information Management

University of Washington

Sep, 2018 - Jun, 2020

User Experience Specialization

Information Architecture Specialization

B.S. in Accounting

National Chengchi University

Sep, 2013 - Jan, 2018

Cost and Management Accounting Specialization

SKILLS

Design

Product Design, User Experience Design, User Interface Design, Interaction Design, Storyboard, Rapid Prototyping, Information Architecture, Data Visualization

Research

Interview, Survey, Focus Group, Concept Testing, Contextual Inquiry, Usability Testing

Tools

Sketch, Figma, Adobe XD, Adobe Illustrator, Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects, Blender, Framer, XML, HTML5, CSS3, inVision, Javascript

EXPERIENCE

Securonix, Product Designer

May 2021 - Present

Collaborating across teams and working closely with product managers to enhance usability and interaction design for the current SaaS B2B product and to drive design consistency across the system. Designing data and information visualization for different dashboards and report views to help users facilitate decision making.

NEX Foundation, User Experience Designer

March 2021 - Present

Collaborating with a multi-disciplinary team to drive product alignments on a forum website aims to provide overseas talents concise solutions to their issues and build a mutual assisting community. Taking leads in project scoping and design iteration sprints. Redesigning company style guide.

NEX Foundation, Design Researcher

Sep 2020 - Present

Collaborating with the design team to plan and conduct user research including user surveys, interviews, card sortings, clustering, and etc. Establishing product personae and providing actionable design insights for the design and engineering team.

Reworld Inc, Game UX/UI Designer

Feb 2021 - Mar 2021

Collaborated with multi-disciplinary teams of developers, producers, game designers, 3D artists, and sound designers to create mobile games targeted at school-age children. Designed the interface and interaction to ensure the best gameplay experience.

Capstone Project with Microsoft, User Experience Designer

Jan 2020 - Jun 2020

Collaborated with user researchers and data analysts on a research study about the design needs for workers in open-plan workspace. Designed an innovative office space lookup system that fulfills the workers' need for privacy and quietness.

SuccessHub, User Experience Design and Prototyping Intern

Jun 2019 - Aug 2019

Performed heuristic evaluations and iterated on an EdTech web app that aims to help connect students with hiring personnel. Designed and prototyped the interaction and interface. Created the design documents for the development team.