

GUI, WENJING

PRODUCT + UX DESIGNER

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EDUCATION

Georgia Institute of Technology
**MS Human-Computer Interaction,
Industrial Design**
08/2021 - 05/2023

University of Washington
BDes Interaction Design
Dean's list, GPA 3.82/4
2017 - 2021

SKILLS

Low-to-High Fidelity Prototyping
UI + Micro-interactions
Storyboarding + Wireframing
Hierarchical Task Analysis
Persona + User Archetype
Usability Testing
User Experience Design
Interviews & Surveys
Pencil Drawing + Digital Painting

EXPERIENCE

Naive Systems | Shanghai, China
Design Lead, UX Design Intern
Summer 2021

Optimized the web design of the company's core product, a code review tool, and designed the affiliate membership subscription system for it. Collected and analyzed user feedback with end-users and provided design solutions.

Collaborated with the sponsor of Shanghai Jiao Tong University; Partnered closely with developers and stakeholders to design a web-based Materials Genome Standards Database. Led the product design team from ideation to product launch.

MingWork Inc. | Hangzhou, China
UX Design Intern
Summer 2020

Co-designed a wireless screen sharer with Logitech, OnePres, and optimized its interactive digital experience. Conducted expert evaluations. Worked closely with engineers to adjust screen adaptation for responsive design. Produced a high-fidelity prototype for an internal product incubator.

Think Differently Inc. | Hangzhou, China
UI Design Intern
Summer 2018

Designed brand logos for a tea shop, product packaging for infant milk powder, propaganda posters and pamphlets for the National Donkey Museum.

PROJECTS

BobaZone UED + Gesture UI + Automobile UI

Worked closely with Harmon Kardon company to design a system to manage personal sound zones in an automobile. Led the team to innovate the in-car UX. Created & prototyped car HMI; Conducted the usability test with drivers and interpreted the data.

Memo VUI + Mobile + Product Design

Collaborated with Eli Lily and company to design a digital health system for Alzheimer's patients. Interviewed and surveyed 10+ participants; Ideated & created storyboard & animated the concept.