

# Hannah (Wendan) Wu

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## SUMMARY

- 10 years of design expertise in creating experiences for both physical and digital products
- Proficient in human-centered design approaches and front-end development techniques, including React, JavaScript, HTML/CSS

## EXPERIENCE

### nFocus Solutions

Graduate UX Designer | Seattle, WA

Jan 2021 - Present

- Led a team of 5 to redesign the dashboard in nFocus's flagship product, TraxSolutions, to help bridge the gap between quantitative data and actionable insights, and boost the efficiency of reporting. **Final design has been adopted by the client and is being implemented**
- Drove design of the robust sharing feature and made critical contributions to the insights panel. Conducted 6 user interviews, 8 usability tests, and built 3 prototypes to ensure alignment with user expectations
- Collaborated on the design system to improve design consistency and accessibility. Delivered Figma kit to the nFocus team for future reference

### SeeekLab (Cike Installation Technology)

UX Design Intern | China

Apr 2019 - Jul 2019

- Led the entire design cycle for a gesture-controlled kiosk interface that established emotional connections between strangers. Delivered project proposal, wireframes, IA, prototypes, and design spec for development. **This project was sold in 2019 and generated ¥XXXXK of revenue**
- Drove the gaming experience design for a public-facing installation to facilitate family communications. Created conceptual diagrams, 2D/3D graphics, and hi-fi prototypes to support design implementation. **Exhibited in Kunming in June 2019 and featured on the company website**
- Proactively collaborated with cross-functional team to evaluate business requirements and ensure the feasibility of development

### Ikuku

Design Intern | China

Jun 2018 - Sep 2018

- Led 4 interviews and delivered research reports on UX in tangible interface design and machine learning. Launched a special project called 'computational design' and **featured on ikuku's website**
- Created advertising graphics for web and mobile, designed article layout to improve readability on web platform

## PROJECT

Nov 2020 - Dec 2020

### Fluffy: Animal Adoption Website

Graduate UX Designer & Engineer

- Optimized the adoption experience through personalized pet matching. Design UI and prototyped micro-interactions with Figma & ProtoPie.
- Developed the front end interface with React. Built a mock database for pet profiles using REST APIs, and proposed an algorithm for personalization

## EDUCATION

### University of Washington

Master of Science in Human-Centered Design and Engineering

Sep 2019 - Jun 2021

### University of Washington

Master of Architecture

Sep 2016 - Dec 2018

### Guangdong University of Technology

Bachelor of Architecture

Sep 2011 - Jun 2016

## ACHIEVEMENTS

### 3 Design Awards

Physical Prototyping and Space Design

### 3 Public Project Exhibitions

Distinguished Studio Projects

### 2 Department Archives

Distinguished Studio Projects

## PROFICIENCIES

### Design

User Interview  
Contextual Inquiry  
Persona  
Storyboarding  
Wireframing  
Prototyping  
Usability Test  
Interaction Design  
Visual Design  
3D Modeling

### Development

React  
JavaScript  
TypeScript  
HTML  
CSS/SASS  
MaterialUI  
BootStrap  
NodeJS  
Python  
R

### Tools

Figma  
Sketch  
Framer  
ProtoPie  
Blender3D  
Rhino  
Adobe Suite

### Languages

English  
Mandarin  
Cantonese