

Ssu-Ting (Angie) Wang

stwangie.com

ssuting.w@utexas.edu

512.840.8613

EDUCATION

University of Texas at Austin

Austin, TX • May 2020

MS in Information Studies

Focus on Human-Computer Interaction

Kaohsiung Medical University

Kaohsiung, Taiwan • June 2016

BS in Psychology

SKILLS

Tools

Sketch • Figma • InVision • Adobe Xd • Adobe Illustrator • Adobe Photoshop • Zeplin • Google Analytics

Design

Wireframing • Prototyping • Motion Design • Interaction Design • HTML/CSS

UX Methods

Journey Mapping • Heuristic Evaluation • Cognitive Walkthrough • User Interview • Survey • Story Map • Usability Testing

EXPERIENCE

UX Designer

July 2019 – Present

Constrafor • New York, NY (Remote)

- Generating wireframes, interactive prototypes and high-fidelity visual designs of a construction procurement product
- Working and communicating with stakeholders, gathering product requirements and delivering designs on time

Student Technician

June 2019 – Sep 2019

School of Information, UT Austin • Austin, TX

- Redesigned the website of the School of Information to improve usability and aesthetics
- Collaborated with developer to implement design by writing HTML and CSS

UX Design Intern

May 2019 – July 2019

SuccessHub • Sunnyvale, CA (Remote)

- Applied usability heuristics to evaluate existing features and offered feasible suggestions for improvements
- Created user flows and UX documentation for developers to implement design
- Collaborated with UX designers to deliver a consistent experience across the system

Account Manager

May 2019 – July 2019

Yuan Shi Digital Technology • Taipei, Taiwan

- Created digital advertising strategies for diverse clients and collaborated with cross-functional teams to implement strategies
- Tracked and analyzed user's data to optimize digital marketing campaigns

FEATURED PROJECTS

Product Designer | Gardenio

Oct 2019 – Dec 2019

- Assisted an early-stage startup to redesign a mobile app aiming to empower people to grow their own food

UX Researcher | UT Health, San Antonio

Jan 2019 – Apr 2019

- Planned and conducted in-depth interviews and user testing to identify usability issues
- Delivered viable suggestions for improvements based on user research