

Yuebo Wang

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OBJECTIVE

Seeking an interaction design position to utilize my knowledge and skills in human-centered design to create desirable designs that resonate with people.

EXPERIENCE

User Experience Design Intern, *SproutBox, LLC.* July 2010 - Present

- Facilitated the clients to complete the High Lever Requirement document for team discussions on the feature set and development chunking process.
- Created personas based on user research and the clients professional expertise to assist decision-making points in the process.
- Conducted concept maps and flow diagrams to facilitate the team with comprehension of the system and work flow.
- Conducted wireframes in paper and software form to iterate and finalize the work flow.

Interaction Designer, *Blue Collar Consulting Services* May 2009 - Present

- Conducted wireframes and site maps for a social networking project about image collage called pixSmix.
- Participated in the brainstorming and prototyping sessions on ways of interactions and work flow in order to improve the user experience.

Interaction Designer, *the ETHOS Lab, Indiana University* Sep. 2009 - May 2010

- Created physical prototypes for various projects in the lab using Arduino and other tools.
- Participated in the design and evaluation of the work flow for different projects.

Design Researcher, *Visual Phatics Research Group, Indiana University* Mar. - Aug. 2009

- Designed the work flow and conducted the flow diagram of the Visual Phatics application, enabling amateur research of visual phatics of Twitter avatars.
- Represented the design team to participate the Approaching 'Amateur' workshop in the GROUP 2009 conference.

EDUCATION

School of Informatics and Computing, IN, United States

MS in Human-Computer Interaction Design, May 2010

School of Computer Science and Technology, Changchun, Jilin, China

BS in Computer Science and Technology, June 2008

METHODS & SKILLS

Human-Centered Design Methods, including focus group, contextual inquiry, field observation, cultural probes, personas, affinity diagramming, card sorting, sketching, wireframing, storyboarding, site mapping, prototyping (paper, sensor, experience), scenario-based usability testing (think aloud protocols).

Prototyping Skills, including programming skills in HTML, CSS, Javascript/jQuery, Processing; software skills in Photoshop, Illustrator, Fireworks, Dreamweaver, InDesign, OmniGraffle, iMovie, Keynote; hardware skills in Arduino and Phidgets.