

LUNA WANG

UX / Interaction / Product / Digital Media Designer

+1 929-319-5758
ww1410@nyu.edu
www.wanyue.space

WORK EXPERIENCE

Tencent (Cloud & Smart Industries Group)

Interaction Design Intern

Shenzhen, China

June 2019 - Sept. 2019

- Worked with analytics clients and designed a marketing tool for commercial banks. The tool improves the efficiency of data analysis and customer management and will be implemented in the Tencent Cloud Service.
- Participated in the design of SaaS applications that serve professional industries, such as commercial banks, cybersecurity and governments.

NYU Information Technology

UX Developer

New York, USA

March 2019 - Now

- Provide daily design solutions for NYU IT services that connect NYU students, faculty, and facilities.

Deep Spring Healthcare Technology

UX Designer / Product Designer

Chengdu, China

Feb. 2016 - Jan. 2018

- Independently designed a lightweight application to help parents feed babies.
- In charge of the UX design of a health app and improvement of features. After our work, the number of active users of the features increased by 200%.
- Designed a voice robot for guiding people in hospitals. Conducted a series of field researches in hospitals which included interviewing patients and doctors, observing their behavior, and usability testing
- Designed a SaaS-based Hospital Information System and made a design template for coworkers. The HIS served 100+ clinics and hospitals by Jan. 2018

Sobey Corporate

UI Designer

Chengdu, China

Apr. 2015 - Feb. 2016

- Designed the user interface of Jove (a web-based nonlinear editor) and a content management software, which were sold to 10+ TV Stations
- Composed the user guide and release notes of Sonaps and XPRI NS

EDUCATION

New York University

M.S. in Integrated Digital Media (IDM), focusing on emerging media and HCI

Sept. 2018 - Dec. 2019

Chongqing University

B.E. in Computer Science, focusing on UX design and software development
B.A. in Industrial Design, focusing on design thinking and prototyping

Sept. 2011 - Jul. 2015

SKILLS

Interaction Design
User Research
Prototyping
Usability Testing
Data Visualization
Graphic Design
Virtual Reality
Photography
Video Editing

TOOLS

UI/UX

Sketch / Figma
Adobe Creative Suites
Principle / Axure / Invision

VR/3D

Unreal Engine
Cinema 4D / KeyShot

Development

JavaScript (p5.js, React)
Html+CSS
Arduino and sensors
Processing
Python

Fabrication

3D Printing
Laser Cutting

PROJECT

How Do You Feel About Your Scars

An immersive VR meditation experience that visualizes scar information by using EEG data