



TIANYUE WU

Product Designer, UX Designer, Creative Worker

EXPERIENCE

Senior Product Designer

Goldman Sachs | 2020.11 - Present

Work in cross-functional teams committed to superior consumer financial management tools and partner with researchers, content strategists, engineers, and product managers to create and develop product lines to fulfill business objectives. Based on user research insight, build user experience for onboarding, money movement, back-office, and other critical functionality. Combine design thinking facilitation skills with user-centered design principles, and conduct interaction and visual design to bring the best experience for customers and clients.

Product Designer

Genieously | 2019.12 - 2020.11

Work with global clients on improving e-commerce experience for end customers and sellers. Based on user story and data research input, analyze user behavior, map user journeys, define painpoints and create solutions to achieve business goals. Organize information architecture to support usability and findability. Create responsive and native mobile screens to improve experience. Make interactional prototypes for feasibility tests. Design user interface, create guidelines with annotation specs for development and future updates.

UX Designer Part time

LuminaNYC | 2019.8 - 2019.11

Participate in client meetings, define problems and create solutions for small businesses and retailers. Create wireframes and quick prototypes to map journeys, conduct interaction design and visual design to update websites and native mobile interfaces. Design and update Lumina NYC portfolio website, create style guidelines to match with brand and marketing goals.

Senior UX & UI Designer

New York University, Information Technology | 2018.6 - 2019.6

Work within a cross-functional team on inspecting and improving experience for student group organizers and university staffs. Design new features based on user research insights. Create interactional prototypes for usability tests. Plan focusing groups and stakeholder meetings to collect feedback. Design and develop user journey maps and information architecture for multiple projects. Define and create system design guidelines.

EDUCATION

Master of Science, Project Management

Harrisburg University | 2022 - Now

Courses: Principles of Project Management, Organizational Leadership

Master of Science, Integrated Digital Media

New York University | 2017 - 2019 | GPA: 3.91/4.0

Courses: User Experience Design, Assistive Technology, Game Design, Motion Capture

TV Programming and Broadcasting Summer School Certificate

University of Westminster | 2015

Courses: TV Programming, Broadcasting History

Bachelor of Engineering, Digital Printing

Beijing Institute of Graphic Communication | 2013 - 2017 | GPA: 3.8/4.0

Courses: Color Science, Digital Printing, Web Design, Printing Material

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Portfolio

<https://tywu.xyz>

AWARDS

Vega Digital Award

Best User Interface / Experience

MIT Hackathon 2019

Final list of Best VR

New York University

Merit Scholarship

BIGC

National Scholarship

Beijing Merit Scholarship

SKILLS

Product Design

UX/UI Design

Visual Design

Interaction Design

UX Research

Wireframing

Prototyping

Motion Capture

Virtual Reality

3D Modelling

Illustration

TOOLS

Design

· Adobe Creative Suite

· Sketch / Figma

· Axure / Invision

Development

· Processing / P5.js

· Javascript

· Html / CSS

3D

· Unreal / Unity

· Blender / Maya

· C4D

· Substance