



Heyi Wang

User Experience Designer

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http://wangheyidesign.com

TECHNICAL SKILLS

2D Design

Sketch
Photoshop
Illustrator
InDesign
Figma
Hand Drawing

3D Design

Cinema 4D
Rhinoceros
Revit
3Ds Max
Sketch Up
Vray

Prototype

Invision
Marvel
Principle
After Effects
Protopie
Axure

Others

Zeplin
3D Printing
Model Making
Jewelry Making
HTML
CSS

AWARDS

Fellowship and Assistantship
Rhode Island School of Design

Global Travel Program Fellowship
Rhode Island School of Design

11 National Patents for New Utility
Design and Invention

WORK EXPERIENCE

Interaction Designer

Sep.2018-Present

Masimo

Irvine, CA

- Create user flows, low-fi wireframes, and mockups that transform complex context into simple solutions.
- Translate creative concepts into intuitive interaction and visual design for embedded medical monitoring devices following Masimo brand standards.
- Created interactive prototypes with After Effects and Principle.
- Collaborated with the Human Factors team for usability testing and applied findings on the final design.
- Worked closely with software engineers: having informative meetings on the design progress with an open discussion about the revisions, and providing assets and specification.
- Write specification documents in InDesign.
- Present design documents to managers and stakeholders.

Product Designer

May.2018-July.2018

Beenthere

Remoted

Conduct and lead the full UI / UX design processes from user research to define features to visual and branding for a psychological aid app. Worked with MIT and Harvard students in a startup environment (Harvard innovation labs and MIT Sandbox).

Designer

July.2015-July.2016

WRNS Studio

San Francisco, CA

Research, client & vendors meetings, concept development, Revit 3D modeling, construction documents drawing for projects:

- Airbnb Headquarters
- Dolby Theater
- El Camino Hospital

Interaction Design Assistant

Dec.2013-June.2015

Rhode Island School of Design

Providence, RI

- Bloom

Collaborated with RISD and MIT professors, utilized 3D modeling and 3D printing to assist in developing and testing BLOOM, an acoustic interactive ceiling installation.

EDUCATION

User Experience Design

Jan.2018-June.2018

DesignLab UX Academy (480 hours bootcamp)

Irvine, CA

Master of Design, Interior Architecture

2013-2015

Rhode Island School of Design (RISD)

Providence, RI

Bachelor of Engineering, Industrial Design

2009-2013

Beijing University of Technology

Beijing, China