

Keller Wang

UI/UX Designer

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EDUCATION

ArtCenter College of Design - Interaction Design

Sep 2023 - Present

- Developed expertise in user research, wireframing, prototyping, and usability testing, with a strong foundation in visual design thinking and cross-platform design.
- Hardware interactions using ESP32, creating designs that combine digital experiences with physical interactions.
- Graphic design skills - focusing on typography, color theory, composition, and branding.
- Motion design skills - creating prototype animations using AE and front-end web animations using Framer Motion.

California Institute of Technology - Computer Science (Exchange Program)

Sep 2024 - Dec 2024

- Engaged in cross-disciplinary explorations of advanced technologies, and deepened the understanding of interaction design and front-end development.

Project Experience

Elevate - An Accessibility Platform

- Project Role - Led a design team of three, established project timelines. Conducted weekly design presentation and reviews.
- Research - Conducted user interviews and research, engaged in discussions with industry professionals and caretakers, comprehensively analyzed the special needs of users with disabilities and design team pain points. Led brainstorming and affinity mapping, formed research findings and established product core functions.
- Prototyping - Rapidly tested prototypes using methods like paper prototyping. Optimized interactions based on user feedback.
- Interface Design - Designed high fidelity interfaces consisting of 8 main function pages and 20+ secondary pages. Established design guidelines ensuring consistency.

Personal Portfolio Website

- Front-end Development - Independently completed the entire process from responsive UI design, development to deployment, built using React and NextJS.
- Design Learnings - Integrated front-end development experience into design decisions, deepened understanding of the balance between user experience and technical implementation, and improved the feasibility of design solutions.

Work Experience

Teaching Assistant at ArtCenter

Sep 2024 - Dec 2024

- Guided students in understanding best design practices, attention to detail, and cultivating professionalism in the design process.
- Provided feedback on projects, facilitated critiques, and supported students in developing strong, user-centered design solutions while encouraging creative problem-solving.

Self-Reflection

- Strong knowledge of interaction design fundamentals, experience spanning from UI design to front-end development and AI interaction applications. Continuously exploring human-computer interaction, with focus on how AI can enhance user experience.
- Capable of handling high stress and multiple tasks through precise time management and determination.

Expertise

- Software - Figma, Photoshop, InDesign, After Effects, Illustrator, Keyshot, Solidworks
- Skills - web design, user interface design, user experience research, poster design
- Coding - Python, HTML, CSS, JavaScript, React, Tailwind CSS