

AMELIA WONG

UX + PRODUCT DESIGNER

Summary

As an UX/UI Designer trained as an IP attorney with 9 years of UX research/design, I bring ideas from conception to reality through elegant design.

Creativity drives me and I work with an empathy-growth mindset, to constantly improve experiences to achieve goals and solve problems in a clear, understandable way.

Experience

Goldman Sachs

UX Designer

Apr 2017 to Current

Product and UX designer for consumer-facing digital product: Marcus.
Designed firmwide Sketch UI Tool Kit and focused on carving out visual languages and design systems.

Rare Genomics Institute

UX/UI and Interaction Designer

Oct 2016 to Apr 2017

Acted as hybrid UX/UI Designer in wireframing, prototyping, determining feature sets, and developing (HTML/Javascript/CSS) a consumer-facing (B2C) app for increasing donations for business goals. As designer, translated user problems into solutions, validated problems, wireframed, performed usability tests, and iterated video chat platform, onboarding program, and chatbot products involving voice-related features.

General Assembly

UX Consultant

Sep 2016 to Dec 2016

Performed iterations, usability testing, wireframing, prototyping, and hi-fidelity designs to develop product conceptual model. Ideated, prototyped, iterated, and tested a wide range of product designs to drive revenue profits. Designed solution flows for user experiences on Android, iOS, wearables, and web. Created annotated wireframes involving usability heuristics. Worked on designing UX best practices for Virtual/Augmented Reality, Artificial Intelligence/Machine Learning, and Big Data visualization analytics projects.

Engadget

Public Access Contributor/Editor

Dec 2016 to Mar 2017

Holland and Knight

Attorney

Feb 2015 to Nov 2015

Hughes Hubbard and Reed

Law Clerk

Aug 2014 to Jan 2015

American University

Freelance (Legal Publications)

Aug 2012 to May 2014

Information architecture, integrated UX/UI design trends into large online legal publications website, analyzed content and directed structure in publication for web standards, reviewed content for usability with iterative/agile product team.

Washington University

UX Researcher, Designer

Aug 2008 to May 2011

Interviewed users, analyzed surveys, and performed user-centric behavioral analysis, tested prototype with users, and rapid prototyped to develop minimum viable product. Performed usability tests on prototypes. Performed interviews and contextual analysis on anthropological, social, and gender issues surrounding children testers and designed an educational experience pilot program involving voice integration.

Harvard Medical School

UX Researcher, Designer

May 2009 to Aug 2010

Performed user interaction and experience analysis. Designed interactive mockups and prototypes for healthcare experiences. Iterated and tested minimum viable product. Conducted usability tests and user research with conversational prototypes. Summers 2009 and 2010. Worked for Perrimon lab: <http://perrimon.med.harvard.edu/>

Interests

Engadget Public Access · Editor/Contributor

<https://www.engadget.com/about/editors/amelia-wong/>

Delta.NYC Pilot Program · UX/UI Designer

Upright Citizens Brigade · Improv Student/Performer

Independent Perfumer · Scent Artist and Perfumer

Contact

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🐦 [ameliawong](https://twitter.com/ameliawong)

Education

Massachusetts Institute of Technology Sloan School of Business

Artificial Intelligence

Parsons School of Design - The New School

Graphic Design

American University

Juris Doctorate

Washington University

Bachelor of Arts

Skills

UX

Prototyping

Interviewing

User Testing

Usability Testing

Storyboarding

Design Thinking

Wireframing

Personas

Iterating

Basalmiq

Sketch

Alexa

Bots

Adobe Creative Suite

InDesign

Motion Design

Interactive Design

Information Architecture

QA Testing

Principle

Origami

User Flows

DEVELOPMENT

HTML

CSS

Javascript

Ionic

Unity

VR Development

LANGUAGES

Chinese (Cantonese)

Chinese (Mandarin)

French

Japanese

English (native)