

SUMMARY

Originally trained as an intellectual property attorney, I bring technology to reality through 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.

CONTACT

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📍 New York, NY

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 + DESIGN

Prototyping
Interviewing
User Testing
Usability Testing
Storyboarding
Design Thinking
Wireframing
Personas
Iterating
Sketch
Bots
Adobe Creative Suite
InDesign
Motion Design
Interactive Design
Information Architecture
QA Testing
Principle
Origami
User Flows
Premiere
Invision
After Effects
Axure
Illustrator
Data Viz
Infographics
Motion Graphics

EMPLOYMENT

Goldman Sachs

[UX Designer](#) · Apr 2017 to Current

Product and UX designer for consumer-facing digital products: Marcus, Honest Dollar.

Designed firmwide Sketch UI Tool Kit and focused on carving out visual language and consistent design systems.

Prototyped and launched internal enterprise workplace productivity apps.

Created video clips and assets for client-facing research reports.

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

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.

ACTIVITIES

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