

GLORIA WANG

Product / Interaction Designer

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Seattle, WA

University of Illinois at Urbana-Champaign

BFA, Industrial Design 2014-2018

Microsoft / Product Designer II (contract)

Bellevue, WA • Feb 2019 - present

- The SME for product integration and growth experiences in Power Apps with a primary goal of growing MAU (monthly active users).
 - **From FY2019 to FY2020, MAU has grown 170%**
- Design experiences pertaining to ALM (app lifecycle management)
- Utilize and understand design patterns for respective products to ensure a seamless integration. Creates interproduct relations between other products and Power Apps; i.e. Azure, Sharepoint, and Teams.
- Surface and initiate efforts to redesign problem areas in collaboration with the research team to pitch user-centric changes to PMs and stakeholders.
- Design with Fabric/Fluent (design system) and have contributed in our organization's visual and interaction guidance on UI elements-- including accessibility guidelines.
- Develops conceptual diagrams, wireframes, mockups, and prototypes.

AGCO / Product Designer

Champaign, IL • Aug 2017 - Feb 2019

- Worked in Tech innovation with a focus on mixed reality solutions for agricultural education, IT training content, and sales.
- Conducted user research, organized on-site research missions, and established target personas for our organization.
- Designed and developed 3D models for Unity, conceptual diagrams, wireframes, mockups, and prototypes.
- Created and established official visual design guidelines and patterns for our organization (GSI) and introduced design thinking as the company's first Product designer.

Chamberlain Group / UIUX Design Intern

Oakbrook, IL • May 2017 - Aug 2017

- Lead two engineer + design teams and designed UX for a concept- to production product.
- Designed concepts for smart car MyQ UI, and co-redesigned the MyQ (IoT) mobile application.
- Facilitated user/marketing research, and A/B testing.
- Developed conceptual diagrams, wireframes, mockups, and prototypes.

John Deere / UIUX Design Intern

Champaign, IL • Dec 2016 - May 2017

- Worked on mobile and tablet applications for combine, tractor, and other large agricultural equipment like GrainTruckPlus.

Skills

Graphic

Figma
Sketch
InVision
Adobe XD
Illustrator
Photoshop
InDesign

3D

Solidworks
Keyshot
Vuforia Studio (AR)

Design

Interaction design
Ideation/conceptual design
wireframing/prototyping
Visual design
Communication
Collaboration
Accessibility design

Research

Interviewing
A/B testing

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HTML

CSS