Christine Wu

WHAT KEEPS ME UP AT NIGHT?

Iterating on the solution takes up quite a few brain cycles, but understanding the problem space is also crucial. *Is this the right problem to solve? What is the value of solving this problem?*

EXPERIENCES

UX Design Lead

Chobanian Group, Nov 2014 - Sep 2016

• Lead a small team of UX researchers, UX designers, and visual designers on a variety of client projects.
• Projects ranged from product concepts, application redesign, to visual branding. Clients include Silicon Valley start-ups and Fortune 100 technology companies. Features designed include dashboards, new user onboarding, data visualizations, and network topologies.
• Collaborated with product management, engineering, and other designers from the client team.

UX Researcher & Designer

Cisco Systems, Aug 2010 - Aug 2011

• Practiced User Centered Design methods for Cisco Smart Service. Worked extensively with Cisco partners and customers on improving Smart Service features like reporting, diagnostics, and API usage.

• Helped evangelize and educate others about design thinking within the organization.
• Collaborated with product management, engineering, and visual designers.

MHCI Student Intern

NASA Ames Research Center, Jan 2010 - Aug 2010

• As part of the MHCI Capstone Project, worked with NASA to conduct user research and design a solution for real-time planning of human space mission.
• As technical lead, prototyped LuMo, a wearable device for astronauts on planetary exploration missions, using an Android tablet, Arduino buttons, and commercial arm brace.

Senior Member of Technical Staff

VMware, Inc., Jan 2002 - May 2009

• Participated in designing UI features. Implement GUI on Windows platform for desktop products like Workstation and Server.
• Worked closely with in-house design team and monitored usability studies done on features implemented.

EDUCATION

MHCI, Human-Computer Interaction

Carnegie Mellon University
Class of 2010

B.A., Computer Science

University of California, Berkeley
Class of 2001

SKILLS & TOOLS

Design Thinking
Ethnographic Research
Information Architecture
Data Synthesis & Modeling
Personas
Task Analysis
Wireframing
Storyboarding
Lo-fi & Hi-fi Prototyping
Usability Testing
Project Management
Adobe Creative Suite
Sketch
InVision

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Portfolio

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