

# AIMEE WU

Product Designer

## CONTACT

 <https://www.aimeewu.me>

 [aimee0103wu@gmail.com](mailto:aimee0103wu@gmail.com)

 (206)-457-6880

## EDUCATION

### M.S. in Information Management

University of Washington

Sep, 2018 - Jun, 2020

User Experience Specialization

Information Architecture Specialization

### B.S. in Accounting

National Chengchi University

Sep, 2013 - Jan, 2018

Cost and Management Accounting Specialization

## SKILLS

### Tools

Figma, Adobe Creative Suite, Affinity, HTML5, CSS3, Javascript, AI-Assisted Dev

### Design

Product Design, User Experience Design, User Interface Design, Interaction Design, Storyboard, Rapid Prototyping, Information Architecture, Data Visualization

### Research

Interview, Survey, Focus Group, Concept Testing, Contextual Inquiry, Usability Testing

## EXPERIENCE

### Microsoft, Product Designer

March 2022 - Present

Leads experience design for cloud compute offerings in Azure portal.

Redesigned virtual machine portal connect experience with a 25% decrease in ticket submit rate per unique user.

Launched Compute infrastructure center to provide centralized management experience for compute services.

Hosts office hour for stakeholders to provide clarity on design guidelines.

Collaborates with cross-functional team to translate user feedback and telemetry into design solution for multiple projects.

### Securonix, Product Designer

May 2021 - March 2023

Collaborated across teams and worked closely with product managers to enhance usability and interaction design for the SaaS B2B product and to drive design consistency across the system.

Designed data and information visualization for different dashboards and report views to help users facilitate decision making.

### NEX Foundation, User Experience Designer

March 2021 - August 2021

Collaborated with a multi-disciplinary team to drive product alignments on a forum website aims to provide overseas talents concise solutions to their issues and build a mutual assisting community.

Redesigned company style guide.

### NEX Foundation, Design Researcher

Sep 2020 - August 2021

Collaborated with the design team to plan and conduct user research including user surveys, interviews, card sortings, clustering, and etc.

Established product personae and provided actionable design insights for the design and engineering team.

### Reworld Inc, Game UX/UI Designer

Feb 2021 - Mar 2021

Collaborated with multi-disciplinary teams of developers, producers, game designers, 3D artists, and sound designers to create mobile games targeted at school-age children.

### SuccessHub, User Experience Design and Prototyping Intern

Jun 2019 - Aug 2019

Performed heuristic evaluations and iterated on designing an EdTech web app that aims to help connect students with hiring personnel.