



CHAK YING WONG

UX Designer & Product Designer

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cywong.design

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SKILLS

Design

UX Research • UI/Interaction Design
• Journey Mapping • Information Architecture • User Flows • Wireframing • Prototyping • Usability Testing • Empathy Maps • Visual Standards • Motion • Illustration • Print • Graphic Design

Software

Figma • Sketch • Adobe CC (XD, Illustrator, Photoshop, After Effects, InDesign) • HTML • CSS • JavaScript • Sublime • Rhino • SketchUp and Vray • Enscape • 2020 Design Live

Soft & Interpersonal

Adaptability • Communication • Teamwork • Accountability • Active Listening • Empathy • Problem-solving • Constructive Feedback • Leadership

Language

English • Mandarin (Native) • Cantonese

PERSONAL INTERESTS

Drawing • Watercolor Painting • Model Making • Singing • Swimming • Golfing

2023.05 - 2023.08
Beijing, China

EXPERIENCE

Product Manager Intern

Meituan

- Uncovered product requirements and developed detailed documentations of a Large Language Model (LLM) application and platform based on market research of Artificial Intelligence products
- Participated in a product management team and meetings with UX design team, front-end and back-end teams regarding updates on current projects
- Created and designed interaction flow diagram, logo, and digital experiences for mobile application, and external and internal websites
- Managed end-to-end design, development, and successful launch of the first product version which achieved top ranking as the 27th app in the Social Apps category on iOS, driven by organic traffic

2022.08 - 2023.02
San Jose, CA, US

Kitchen Design/ Sales

Valore Inc.

- Filtered customer and coordinated client and design drafter to work on the design and quote from beginning to the end
- Created, modified and refined 20+ designs to conform to customer specifications, production limitations or changes in design trends
- Assisted homeowners, contractors, and builders with their product selections through key values proposition elements designed to exceed client's expectations, resulting in an estimated \$300K+ in revenue

2021.09 - 2022. 06
San Francisco, CA, US

Global Competition Team Member

BioDesign Challenge (BDC 2022)

- Explored strategies for making artificial habitats from natural materials as one of the key members of CCA Constructed Ecologies team
- Completed the project "Re-commission Project for Nike Wildlife" to bridge design and biology (Project Link: [BDC 2022](#))

2021. 06 - 2021. 08
Hong Kong, China

Architectural Intern

LWK + Partners

- Provided graphics and design support for presentations of a wide range of projects, including residential, educational, and office buildings in Design Development by developing proficiency in modeling and renderings

2020. 12 - 2023.3
Remote

Graphic Design (Part Time)

Shenzhen Foresight Management Consultation Limited Company/
Chengdu Lingxi Picturesque Culture Media Studio

- Designed and create graphic works and illustrations for both digital and physical publications

2017. 06 - 2017. 08
Beijing, China

Architectural Intern

China Architecture Design & Research Group

- Assisted architects with detailing and crafting of design
- Participated in editing process (content typography) of a published book, *Reconstruction of Rural Land-Practice and Exploration of Rural Revitalization*

EDUCATION

2022 - 2024
(expected)

Academy of Art University

San Francisco, CA, US

Master of Arts in Interaction & UI/UX Design

2019 - 2022

California College of the Arts

San Francisco, CA, US

Bachelor of Architecture

2016 - 2018

Diablo Valley College

Pleasant Hill, CA, US

Architecture and Economics