Jamie Wang

UX/UI

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EXPERIENCE

• UX Designer

KiLooY Games
Feb 2023 - Now

Design and develop the interfaces for the front-end and in-game HUD for **multiplayer mobile game**.

Establish a design system in collaboration with art designers, ensuring consistency in visual language and ease of use across all game elements.

Collaborated with product managers, game designers, and engineers. Translate business needs into practical UX strategies and features, and ensure fidelity to the UX vision while accommodating technical constraints and opportunities.

• UX/UI Intern

Activision Blizzard
May 2023 - Aug 2023

Worked with the UI/UX team and shipped design in **Call of Duty: Modern Warfare II** and **Call of Duty: Modern Warfare III**. Designs exposed to millions of players worldwide.

Updated AAA game Design System in Figma, simplified workflow for in-game HUD design.

Shipped icons for some of the best-selling bundles that generate over $2M in revenue, designed modifier icons for Havoc game mode, and items/vehicles icons for DMZ seasonal updates.

Fixed UI bugs for localization issues, created practice menus, and debug changes in game with internal proprietary tools (Lua).

• UX/UI Intern

Netease Games
July 2021 - Aug 2021

Designed in-game mailing system for **Mission Zero** using Cocos 2d-x and Adobe XD.

Innovated and designed in-game purchase system <Fashion Influencer> for [Knives Out], the system enhanced the sociality of game fashion systems and established an influencer-bonus mechanism.

Collaborated closely with game designers and UI programmers, launched [Mission Zero] first open-test for 3 days; covered 5,000 selected players; player churn rate significantly lower than expected.

EDUCATION

Cornell Tech, Cornell

Aug 2022 - May 2024

MS in Information Systems with a Concentration in Connective Media.

Merit-based scholarship recipient.

New York University

Aug 2018 - May 2022

BS in Interactive Media Arts, Minor in Computer Science. GPA 3.82/4.0.

Cum Laude with honors in Interactive Media & Arts. Deans List for Academic Year 2020 - 2021.

PROJECTS

UX/UI Designer

K!nnected @ Microsoft Thinkathon
NYU Shanghai

Full stack project for physical kids' toy, winning project for 2020 Microsoft NYUSH Thinkathon.

UX Designer & VR Developer

Acafellows
Cornell Tech

Developed tutorial scene with Unity and created animations for characters to guide players in learning the gestures in the game.

Designed and developed new interaction of drag-and-drop music tracks onto characters.

SKILLS

Design

Design System	Rapid Prototyping
Wireframing	Storytelling
User Research	User Testing

Tools

Figma	Adobe Creative Suite
Sketch	Unity
Final Cut Pro	Cinema 4D

Development

Unity C#	Python
JavaScript	Lua
HTML/CSS	Arduino/Raspberry Pi