Mingli Wang

UX Designer

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EXPERIENCE

UX Designer (Intern)
May 2023 - Present

Schlumberger - BGC

- Designed B2B product **interfaces and prototypes** based on PM requirements, collaborating with internal departments to ensure successful implementation.
- Optimized design solutions through **data analysis, user interviews, usability testing**, and other methods, assisting in the revision of key interfaces.
- Maintained UX team's **Design Guidelines and Wiki.**

Digital Marketing Consultant
May 2021 - July 2022

Archosaur Games

- **Designed 2 websites** for newly released games, including creation of **information architecture** and **wireframes**, supporting nearly 40,000 daily visitors at peak per website.
- Collaborated with UI designers to **refine the game interface** in different languages.
- Led the **visual and content creation** for multiple social media platforms, increasing user engagement by 20%.

Operations Specialist
October 2020 - May 2021

Renren Games

- Monitored and **analyzed game performance data** to identify areas for improvement and inform decision making about future game development and updates.
- **Designed wireframes** for game designers and developers to implement the character skin tone options.
- Managed daily operations for live ops games, developed and implemented game updates in liaison with developers and designers.

EDUCATION

University of Toronto

Master of Information
User Experience Design
GPA 4.0 | 2022 - 2024

Bachelor of Arts
Architecture
Distinction | 2016 - 2020

SKILLS

Prototyping
Wireframing
Usability Testing
Information Architecture
Web Design
User Research
Data Analysis
3D Modeling

TOOLS

Adobe Suite
Figma
Python
Axure RP
MS Office
Confluence & Jira
Rhinoceros
Unreal Engine