

JIAHENG WU

USER EXPERIENCE DESIGNER

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EDUCATION

M.A. Interactive Design M.A. Design Management

Savannah College of Art and Design
2018.9 - 2021.5

B.E. Information Engineering

Beijing University of Posts and
Telecommunications
2014.9 - 2018.7

SKILLS

Design for AI Interaction
Design System
Interaction Design
Interactive Prototyping
User Interface Design
Information Architecture
Product Management
Usability Testing

CODE

HTML/CSS/JavaScript
Python
C++
Java

TOOLS

Figma
Adobe Creative Suite
Brackets
Arduino
MATLAB

EXPERIENCE

The MathWorks

2021.8 - Present

User Experience Designer

- Authored and published design standards in design system for integrating Generative AI models into products. Providing development guidance and streamlining design consistency across the product suite.
- Authored 2 UI component design standards for the design system.
- Spearheaded the design of innovative applications in the domains of Image Processing, Lidar, and Medical Imaging, focusing on visualization, registration, and labeling. Notably, the Point Cloud Viewer app was featured in Apple commercials, highlighting its industry impact.
- Designed AI-assisted features to streamline the labeling of ground truth data for deep learning pipelines, significantly improving data preparation efficiency for AI development projects.
- Designed a new 'Scope' visualization tool in Simulink, which is utilized by over 14,000 companies worldwide.
- Designed over 300+ SVG icons, adaptable across various themes, enhancing visual consistency and reusability across projects.
- Led and delivered 4 research and design workshop as training for global development teams, reinforcing company's commitment to excellence in design practices.

Borealis - Interactive Installation

2020.3

Interaction Designer + Developer

- Collaborated with Industrial Design Experts to conceptualize, design, and prototype an interactive art installation, blending aesthetic appeal with functional design to engage users in a unique experience.
- Conducted user testing of the prototype within an educational setting, gathering valuable feedback to refine the installation, ensuring both intuitiveness and educational value.
- The finalized installation was showcased at a prominent Technical Art Museum, demonstrating the fusion of art and technology and also served as a public platform for learning about technological innovations.

NLP Deep Learning

2017.9 - 2018.5

Deep Learning Researcher

- Developed a deep learning model combining LSTM and Bi-LSTM techniques using TensorFlow, aimed at diagnosing grammatical errors in Chinese sentences for my bachelor's thesis.
- This project involved extensive data analysis and model training to accurately identify and correct grammatical inconsistencies, demonstrating my knowledge base in the AI domain.