# Xavier<sup>W. Wang</sup>

## **Work Experience**



2013 On-site project manager

Working at the client site as the only representative of my corporation on various natures.

incl. UI/UX design; IDC/Cloud dynamic environmental surveillance and monitoring system; Server hot backup; Project progress/buget management; Bridge communication between clients to my headquarter and contractors; Frequently solve challenges independently, software and hardware troubleshooting.



### 2013 E-commerce designer

Contract part-time.

incl. Physical store commercial design; Online shop design and management; internal sale system compiler;

Product photography; Create and organize production assets.



Production of tender documents, project settlement and budgeting, typesetting and printing. Software and hardware troubleshooting. As three counterpart company communications specialist *incl*. Graphic design; Information technology; UX design; Infographics;

### **Software Compatibility**































## **Self-cognition**

Interdisciplinary Designer



Front-end developer

Photographer

EF**70**-200mm f/2.8L

Contact:

902-412-6474

https://github.com/Xavier-WW

in www.linkedin.com/in/xavierww

#### **Education**



201© MDes. Interdisciplinary Design

My work involved rethinking interactive and intuitive (graphic /web front-end) design, with a graduate project consisting of a book titled "A system to bring the front-end designer works one step closer to the front-end developer's works" with an accompanying website host on GitHub.

 incl. Interactive design; IoT; Information technology; Interdisciplinary Design; User-centred development; Data visualization infographics; Community design; Arduino; Graphic design; History of design and art; Product design; Speculative design.



incl. Interactive design; Information technology; User-centred design; Design thinking; Graphic design; Commercial design; Infographics; Biomimicry design; Product design.



incl. Graphic design; Interactive design; Web development; Information technology;Branding(VIS); Photography; Arcylic painting; Concept art; Non-linear editing History of art and design; Typography.

#### **Work Demo**











