

George Gu

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EDUCATION

Cornell University

Masters: Information Science (User Experience) GPA: 4.06/4.30

Ithaca, NY

August 2022 – May 2023

University of Washington

Bachelor of Science: Informatics GPA: 3.95/4.00

Seattle, WA

Bachelor of Arts: English (Language and Literature) GPA: 3.85/4.00

Honors: Cum Laude, Dean's List, Annual Dean's List, Certificate of High Scholarship

WORK EXPERIENCE

Xemelgo

Bellevue, WA

User Experience Designer, Front-end Team Lead

June 2023 – Present

- Collaborate with cross-functional teams to conceptualize and design intuitive user interfaces for web and mobile applications using Figma and Miro.
- Work closely with developers and project managers to ensure seamless implementation of design elements and user interactions.
- Delegate tasks to front-end team members, lead engineering sprint demos, and facilitate stand-ups to ensure alignment on progress and address blockers.

User Experience Design Contractor

January 2022 – July 2022

User Experience Design Intern

June 2021 – December 2021

- Conducted research and designed smart manufacturing solutions for factories using sketching, wireframing, and prototyping techniques.
- Streamlined the UX ecosystem by migrating design files from Sketch to Figma, improving collaboration and productivity within the team.
- Innovated and defined a cohesive style guide encompassing colors, icons, and specific text treatments to ensure design consistency across various projects.

MarketFly, LLC (Puzzl)

Los Angeles, CA

Lead User Experience Design Intern

March 2021 – June 2021

- Co-led the design process for the web-based social media management app "MarketFly" by creating storyboards, sketches, and low and high-fidelity prototypes using Figma.
- Delegated tasks among designers and co-worked with the product managers and developers in an agile environment to build consensus on both the user flow and functionalities.

NewPoint, LLC (Smash!)

Redmond, WA

Lead User Experience Design Intern

September 2020 – June 2021

- Built Figma wireframes and user-experience components for the web application "Virtual Job Fair."
- Led design review sessions with the product manager and developers to ensure that the design successfully addresses all stakeholder's needs.
- Created user journey maps and information architecture diagrams for both student and recruiter views by developing at least 20 use cases and 2 user personas for each stakeholder.

ACADEMIC EXPERIENCE

Cornell University

Ithaca, NY

User Interface Designer, Researcher at Cornell DesignAI Research Lab

January 2023 – May 2023

- Designed and implemented a modern NLP-based chatbot using Whimsical, Figma, and React.js to educate young students on how to be an upstander against cyberbullying on social media.
- Conducted a comprehensive literature review on the operation and dialogue flow of educational chatbots, informing the design and functionality of the chatbot.

Graduate Teaching Research Specialist at Cornell Computing & Information Science

August 2022 – May 2023

- Courses: INFO 3450/5355 HCI Design, INFO 1300 Introductory Design and Programming for the Web
- Facilitated discussion sections of 50 students, fostering active engagement and participation.
- Graded assignments and projects, providing constructive feedback to students to support their learning.

SKILLS AND LANGUAGES

Skills: Figma, Sketch, Balsamiq, Adobe Creative Suite, Miro, Canva, Mapbox, QGIS, Android Studio, Whimsical, InVision, Marvel, Jira, UserTesting.com, Tableau, Visual Studio Code, qualitative and quantitative user research, competitive analysis, user persona, prototyping, information architecture, branding, user journey mapping

Languages: English, Mandarin

Computer Languages: R-Studio, Java, Vue.js, HTML, CSS, JavaScript, React.js, SQL

Hobbies: Photography, tennis, badminton, marathon, blogging, piano, cooking, technical analysis, algorithmic trading