Olivia Wang

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EDUCATION

Stanford University   Class of 2024

Intended B.S. in Symbolic Systems, Concentration in Human-Computer Interaction Design   GPA – 4.02

Milton Academy   Class of 2020

GPA – 4.2 | SAT – 1540 | Student Body President | Regional Silver Key Winner for Poetry in Scholastic Art and Writing Awards | The Gorham Palfrey Faucon Prize for Achievement in History and Social Sciences

PROFESSIONAL EXPERIENCE

Daha, *Founder, Designer, Developer*   *Sept 2022 – Present*

- Conducted 20+ needfinding interviews to identify an opportunity in the consumer and sustainability market; ideated and currently building daha ("does anyone have a"), a peer-to-peer lending platform for college students
- Designing daha's user interface for ultra-accessibility; wireframed, prototyped, and tested our low-fidelity and medium-fidelity screens on 35+ users; leveraging feedback to design an intuitive, engaging, and high-fidelity flow
- Developing daha on React Native as a cross-platform, native application; on schedule to launch by March 2023
- Awarded "Best Concept" and "Best Pitch" at Stanford HCI Design's Project Expo

Konrad, *Associate Consultant Intern*   *June 2022 – Sept 2022*

- Leveraged Design Thinking principles to build high-quality software products for Konrad's Fortune 500 clients
- Gained fluency in agile methodology and sprint-style project management from usability testing, affinity mapping, auditing, writing requirements, brainstorming edge-cases, and diagramming user experiences
- Facilitated conversation between 20+ stakeholders to re-architect and rebrand the clients' parent website; strategized single sign-on across 8 sub-brands; built a one-stop-shop dashboard for North American farmers

Novelty, *Product Manager*   *Dec 2021 – May 2022*

- Ideated core product features for Novelty, a web3 event-organization startup; led prototype testing on 60+ undergraduate students and utilized feedback to improve user interface and user experience; rewrote and refined copywriting on app and website to simplify and humanize web3
- Outreached and maintained relationships with 40+ student leaders in preparation for beta launch; organized Novelty-sponsored Crypto 101 workshops to heighten brand presence at Stanford

LEADERSHIP DEVELOPMENT

Rem and Company

President   *Dec 2020 – Present*

- Founded and lead the Stanford Chapter of Rem and Company, a social impact initiative that provides pro-bono consulting services to small businesses
- Pitched Rem to 200+ local small businesses in the Bay Area; recruited 80+ Stanford strategists for 12+ client projects over 2+ years; supporting our clients in areas of management strategy, digital marketing, and user experience

Creative Strategist   *June 2021 – Sept 2021*

- Sourced, analyzed, and outreached to 500+ small businesses on Instagram for Rem's small business marketplace
- Improved client acquisition & retention by 25% for a Black-owned, Brooklyn-based hair salon

Stanford FashionX

President   *Sept 2022 – Present*

- Leading Stanford's fashion think-tank and empowering students to disrupt the industry with business, sustainability, technology, design, and e-commerce initiatives
- Managing and mentoring a cohort of 10 students in garment design, 3D digital rendering, and digital asset development (in the form of NFTs and wearable AR)

Browzwear Designer   *November 2021 – April 2022*

- Owned the creative process in designing a 3D head-to-toe look for FashionX's collaboration with Browzwear

Fluency – Python · React Native · C++ · Figma · Mandarin
Skills – design thinking · human-computer interaction · ui design · ux research · design systems · front-end development
Interests and Hobbies – slow fashion · circular economy · carbon offsets · Asian American activism · supporting small businesses