

Qi (Jade) Wang

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EDUCATION

Carnegie Mellon University | Bachelor of Science in Decision Science May. 2024

- GPA 4.0/4.0; Dean's List; minor: Human-Computer Interaction, Animation and Special Effects
- Courses: Principles of Computing, Behavioral Decision Making, Principles of Microeconomics, Empirical Research Methods, Introduction to Psychology, Social Psychology, Methods for Statistics & Data Science, Decision Analysis, Introduction to 3D Animation

SKILLS AND INTERESTS

- Proficiency in Microsoft Office Suite, Photoshop, Procreate, ZBrush, Autodesk Maya, Python, R-studio
- Spoken: English (working proficiency), Mandarin Chinese (native), Spanish (elementary proficiency)
- Proficiency in using a wide range of international social media platforms, including Twitter, Facebook, Instagram, and Weibo (China)

COMPETITIONS AND PROJECTS

Women In Business Social Impact Case Competition Oct. 2021

- Presented solutions to increase profitability for a Pittsburgh local family-owned gift shop during the pandemic.
- Proposed marketing strategies using decision-making knowledge such as choice-overload effect, organized timeline for the implementation of solutions, and analyzed control issues, major costs, and potential problems.

Examining the Relationship Between American Identity and Self-Esteem Oct – Nov. 2021

- Studied the relationship between the feeling of belonging to America and self-esteem with a team of five.
- Designed an experiment using the online survey platform Qualtrics, organized and analyzed research data.

Behavior Lab Podcast Nov. 2021

- Created a 5-minute podcast that included an interview with a friend who has experienced gender violence and presented findings of a decision research journal article on misogynistic tweets and domestic violence.

HONORS AND AWARDS

Water Quality Safety Inspection in Dali, Yunnan Province Aug. 2018

- Interviewed villagers for over three weeks and acquired information about local drinking water conditions.
- Recorded data in detail and designed solutions to solve water pollution problems with a team of six.
- Published in a national journal: Study on water purification effect of water purifiers in some villages of Dali Bai Autonomous Prefecture and Binchuan County (Natural Science, 2018.8; 2nd author)

2020 China Thinks Big Innovator Award | National Trials 2nd Place Sep. 2019 – May. 2020

- Responsible for graphic design and analyzed data acquired from questionnaires.
- Developed an emotional ventilation application in which people can express their emotion by recording words into it and listening to others' public recordings with a team of six.

LEADERSHIP/INVOLVEMENT

HOX Business Fraternity Founder & Executive Marketing Director Sep. 2021 – Current

- In charge of publicity of online and in-person activities, such as creating social media posts and poster design.

The Tartan Junior Artist Sep. 2021 – Current

- Illustrate every week's student-run newspaper based on different topics, which serves the campus community of 9,500 students as well as faculty, staff and administration.

Game Creation Society Artist Jan. 2022 – Current

- Develop a story-driven, indie horror narrative puzzle game with a team of eight which received the Best Art Awards in Game Creation Society.
- In charge of character design using hand-drawn 2D art style and 2D animation.

VOLUNTEER EXPERIENCE

Blue Letter Project Sep. 2018 – Aug. 2020

- Maintained communication via handwriting letters with abandoned children in underdeveloped areas in China.