Drax Jielin Zheng

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WORKING EXPERIENCE

Internship - Mobile Application Development   **Sep 2021 - Jan 2022**
TianYiMa Information Industry Co., Shantou, Guangdong, China
- Assistant in Mobile Development
- Use React Native for front-end development

Internship - Video Algorithm Development   **Dec 2019 - Jan 2020**
Pengcheng Laboratory, Shenzhen, Guangdong, China
- Assistant in H.265 video compress optimization algorithms
- Enhance video compressing from research paper

VOLUNTEER EXPERIENCE

UI/UX Designer   **July 2022 - Now**
Australian Multi-Cultural Communities United, Melbourne, Victoria

Web Design Master   **Jun 2022 - Now**
Christ Church Brunswick, Brunswick, Victoria
- Volunteer for web design and management in Church

RELEVANT PROJECT

Designer - Future Kitchen Interactive Device Design   **Apr 2022 - Jun 2022**
The University of Melbourne
- Interactive device design for improving commercial cooking experience
- 3D printing, Laser Cutting and Arduino for prototype
Design Portfolio *Video*

Evaluator - Website Evaluation   **Mar 2022 - Jun 2022**
Matt_Group_5, The University of Melbourne
- Usability Testing and Evaluation for a website
- Adopt Optimal Sort, Chalkmark and Loop 11 for evaluation
- Provide recommendation based on quantitative & qualitative analysis
Evaluation Report

Designer - Future Refrigerator System Design   **Mar 2022 - Mar 2022**
- Design Portfolio for a smart fridge system
- Apply Modular Kitchen Idea for Automation
Design Portfolio

Developer – Sneaker Shopping Front end system   **Dec 2021 – July 2022**
Creating a mockup system using React, JavaScript and HTML for front end development
GitHub Repository

Product Owner - Panda E-Portfolio System   **Jul 2020 - Nov 2020**
Team Panda, The University of Melbourne
- A web-based e-Portfolio system allows users to create, edit and share personal portfolio online
GitHub Repository *Website*

Web Developer - HyperParking   **Mar 2020 - Jun 2020**
Team HyperConnect, The University of Melbourne
- A website based on real-time tracking on the status of the parking area in the city and inner suburbs of Melbourne to save citizens' commuting time.
GitHub Repository *Website*

EDUCATION BACKGROUND

Master of Information Technology – Human-Computer Interaction   **Feb 2022 - Jul 2023**
The University of Melbourne
- Currently studying as a full-time student

Bachelor of Science   **Jul 2018 - Nov 2021**
The University of Melbourne
- B.Sc. in Computing and Software Systems

TECHNICAL SKILLS

- Programming Languages: C | Python | Java | Java Script | C#
- Web Development: HTML, CSS, JavaScript, React
- Web Design Tools: WordPress, Wix
- Backend Development: Java, Node.js (Express), Database (SQL), MongoDB
- Version Controls: Git
- Game Engine: Unity
- Graphic Design Tools: Figma, Canva
- Usability Testing Platform: Loop 11, Optimal Workshop
- Photo Editing: Adobe Lightroom
- Team Collaboration & Other Tools: Trello, Microsoft Office Suite (Word, PowerPoint, and Excel)