

# Drax Jieli Zheng

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## WORKING EXPERIENCE

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### UI/UX Designer

July 2022 - Now

Australian Multi-Cultural Communities United, Melbourne, Victoria

- Involves using Adobe XD to deliver website design
- Support for consolidating design consistency as a team for web development
- Provide usability feedback to development team

### Web Design Master

Jun 2022 - Now

Christ Church Brunswick, Brunswick, Victoria

- Use WordPress for web design and management, design layout and add functionalities based on plugins, PHP and custom CSS
- Adjust Agile Development Process with a team, generate report on documents

### Internship - Mobile Application Development

Sep 2021 - Jan 2022

TianYiMa Information Industry Co., Shantou, Guangdong, China

- Assistant in Mobile Development
- Use React Native and JavaScript for front-end development
- Follow a mentor's guideline, report status on weekly basis

### 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 IEEE academic research paper

## PROJECT EXPERIENCE

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### Interaction Design: Future Kitchen Interactive Device

Apr 2022 - Jun 2022

- Interactive device design for improving commercial cooking experience
- 3D printing, Laser Cutting and Arduino for prototype

[Design Portfolio](#) [Video](#)

### Interaction Design: Future Refrigerator System Design

Mar 2022 - Mar 2022

- Design Portfolio for a smart fridge system
- Apply Modular Kitchen Idea for Automation

[Design Portfolio](#)

### Usability Testing: Website Evaluation

Mar 2022 - Jun 2022

- 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](#)

### Web Project: Sneaker Shopping Front end system

Dec 2021 - July 2022

Creating a mockup system using React, JavaScript and HTML for front end development

[GitHub Repository](#) [Website](#)

### Web Project: Panda E-Portfolio System

Jul 2020 - Nov 2020

- A web-based e-Portfolio system allows users to create, edit and share personal portfolio online

[GitHub Repository](#) [Website](#)

### Web Project: HyperParking

Mar 2020 - Jun 2020

- A website based on real-time tracking on the status of the parking area in the city and inner suburbs of Melbourne to minimize citizens' commuting time.

[GitHub Repository](#) [Website](#)

## EDUCATION BACKGROUND

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**Master of Information Technology (ongoing)**  
**The University of Melbourne**

**Feb 2022 - Jul 2023**

- Specialized in **Human-Computer Interaction**
- Currently studying as a full-time student

**Bachelor of Science**  
**The University of Melbourne**

**Jul 2018 - Nov 2021**

- B.Sc. in Computing and Software Systems

## TECHNICAL SKILLS

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