Drax Jielin Zheng

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WORKING EXPERIENCE

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 customed 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

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

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

Master of Information Technology (ongoing)   **Feb 2022 - Jul 2023**
The University of Melbourne
- Specialized in **Human-Computer Interaction**
- 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#
- 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)