



Drax Zheng

I am passionate about technology & innovations, I think creativity is the drive of business. I have multiple skills in design, development and management. I am good at communication and team collaboration to achieve maximum value. I enjoy music, movies & galleries. I am looking for opportunities in ICT industries and business. Contact me if you have interest!

[LinkedIn](#)[Portfolio](#)[中文/ENGLISH](#)draxzheng@outlook.com[+61 432 096 061](#)

SKILLS

UX Research & Design

- User Interview
- Information Architecture
- Wireframe
- Prototyping: Figma, Adobe XD
- Visual Communication: Layout, Colour, Typography, Design Theory
- User Testing

Business Acumen

- Communication
- Problem solving
- Business Research
- Business Analysis
- Consulting
- Marketing
- Team Management & Leadership

IT Development

- Web & Mobile Development: HTML, CSS, Javascript, React, Node.js
- Major Language: C, Python, Java, C#, SQL
- Major Knowledge: Scrum/Agile Development, Algorithms & Data Structure, Database System, Machine Learning, Network & Operation

EXPERIENCES

Mar 2023 – Present **UX Design Lead**
documed. Parkville

- Leading a team for end-to-end UX design
- Conducting research with multiple doctors, building design languages
- Designing an AI-based medical transcription software for generating patient-centred reports in outpatient settings

Mar 2023 – June 2023 **Business Consultant (Team Lead)**
Melbourne Business School. Parkville

- Led a team of four members to help benchmarking Porsche Cars Australia in Human Resources with the automotive industry and provided business suggestions
- Responsible for industry liaison, and developed strong leadership and consulting skills

Dec 2022 – Mar 2023 **UX Designer**
Anatomics. Bentleigh East

- Conducted end-to-end ux design, from user research to rapid prototypes. Designed a CMS Dashboard for automation to elaborate operation efficiency and an LMS system for Wesley College to deliver advanced learning experience
- Worked closely with multiple stakeholders including Project Manager, Developers and Automation Manager. Improved the usability of multiple systems

Mar 2023 – Present **UX Designer**
Propel Innovations. Victoria

- Adopted various platforms including Figma and Webflow to design and develop the company's business website.
- Created marketing materials. Achieved successful launch in business.

REFERENCE PROVIDED UPON REQUEST

PROJECTS

(Click title to view)

Koinonia

Integrate with digital twin & digital transformation, a system to enable staff reduce redundant work and enhance natural communication at a social enterprise.

H!VE

A design system to allow visitors have better interaction experience at Science Gallery. Foster communication between visitors and staff.

EDUCATION

Master of Information Technology (Human-Computer Interaction)
The University of Melbourne

Bachelor of Science (Computing and Software Systems)
The University of Melbourne