

# Drax Zheng

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## WORKING EXPERIENCE

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### UI/UX Designer

July 2022 - Now

Australian Multi-Cultural Communities United, Melbourne, Victoria

- Use Adobe XD to deliver User Interface Design, set up meetings and manage communication with the development team
- Consolidate design consistency for web development team
- Provide usability feedback to the development team

### Web Design & Developer

Jun 2022 - Now

Christ Church Brunswick, Brunswick, Victoria

- Use WordPress for web development, design layout, and add functionalities based on plugins, PHP and CSS
- Manage Development team, adjust Agile Development Process, generate a report on documents

### Internship - Mobile Application Development

Sep 2021 - Jan 2022

TianYiMa Information Industry Co., Shantou, Guangdong, China

- Assist in Mobile Development. Follow a mentor's guidelines, report status weekly
- Use React Native and JavaScript 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. Follow a mentor's guideline
- Enhance video compressing based on IEEE academic research paper

## PROJECT EXPERIENCE

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### Interaction Design: Future Kitchen Interactive Device

Apr 2022 - Jun 2022

- Design an interactive device for improving the 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 recommendations based on quantitative & qualitative analysis

[Evaluation Report](#)

### Web Project: Sneaker Shopping Front end system

Dec 2021 - July 2022

- Build a mockup front-end system with React, JavaScript and HTML

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

### Web Project: Panda E-Portfolio System

Jul 2020 - Nov 2020

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

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

### Web Project: HyperParking

Mar 2020 - Jun 2020

- A website based on real-time tracking 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**

**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)