**Drax Zheng**

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**WORKING experience**

**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**

**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*](https://www.canva.com/design/DAE_iPT4y9M/22OIGZsJJon5Plhg9aysvQ/edit) [*Video*](https://www.youtube.com/watch?v=1FfjT_k2aBM)

**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*](https://www.behance.net/gallery/140727073/Design-Novel-Interaction)

**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*](https://github.com/DraxZh/Matt_Group_5_EUE_Project)

**Web Project: Sneaker Shopping Front end system Dec 2021 – July 2022**

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

[*GitHub Repository*](https://github.com/DraxZh/sneaker_shopping) [*Website*](https://hype-store.vercel.app/)

**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*](https://github.com/Scarletlake/ePortfolio_team2) [*Website*](https://pandaeportfolio.herokuapp.com/)

**Web Project: HyperParking Mar 2020 - Jun 2020**

* Real-time tracking system based on the status of the parking area in the city and inner suburbs of Melbourne. Minimize citizens' commuting time

[*GitHub Repository*](https://github.com/Jialin000/Group_Assignment_HyperConnect)[*Website*](https://hyper-connect.herokuapp.com/)

**EDUCATION background**

**Master of Information Technology (ongoing) Feb 2022 - Jul 2023**

**The University of Melbourne**

* Specialized in **Human-Computer Interaction**

**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)