Lizhen Zhu

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EDUCATION

Columbia University   **New York, US**
Master of Arts in Instructional Technology and Media, Teachers College, GPA:4.00/4.00   Aug 2018-May 2020
- Research and design human-computer interaction for learning.
- Relevant Courses: Programming Interactive Media, Mobile Learning, UX Design, Instructional Design of Tech

Wuhan University   **Wuhan, CN**
Bachelor of Arts, Humanities Sciences, GPA: 3.78/4.00   Sep 2014-June 2018
- Awarded Outstanding Academic Scholarship and Honor Student Fellowship.

University of California, Berkeley   **Berkeley, CA, US**
Exchange student, GPA: 4.00/4.00   Aug 2016-Dec 2016
- Relevant Coursework: Social Media and Virtual Community, Society and Technology

WORK EXPERIENCE

the United Nations   **New York, US**
Instructional Designer   *May* 2019 – Dec 2019
- Created and delivered Umoja (UN's enterprise resource planning software) curricula for virtual training environments.
- Defined, planned and executed project plans to create new effective learning experience and high-quality learning solutions following ADDIE methodology (https://ilearn.umoja.un.org/).
- Partnered with SMEs and Project Manager to design and develop end-to-end e-learning projects, maintained best industry practice and standard for capturing screens, developed technical learning content, built interactive SCORM tutorials, developed training aids, course tests, evaluations and assessments for certification.
- Contributed to the improvement of processes and curriculum templates to minimize the development time for training materials
- Designed 30+ Adobe Captivate courses and 400+ pages project documents for Umoja used by over 85 countries globally, increasing the aptitude of employees to perform in their roles with 98% success of designed outcomes.

Brain Map   **Wuhan, China**
Instructional Designer   *April* 2015 – Aug 2017
- Developed and implemented educational materials and learning courses in both e-learning modules and instructor-led training a blended approach.
- Designed and developed creative, learner-centered, performance-based training materials in multiple modalities including PDFs, PowerPoints, Videos, web pages, interactive eLearning modules job aids, etc.
- Led a team of 5 to design e-learning standard guide, responsible for the creation and management of the web-based course, administer and manage the LMS.

DESIGN PROJECTS EXPERIENCE

AXON (iOS Mobile Learning Application)   **New York, US**
Instructional Designer/ Product Designer   Aug 2018-Nov 2018
- User Research: led the quantitative and qualitative user research, performed literature review of 30+ essays to identify user pain points and analyzed the design of 14 existing learning application models.
- Product Iteration: facilitated prototyping and sketching, created user personas and customer journey map, designed prototypes and wireframes to test assumptions and concepts, created high-fidelity screen designs and animated walkthrough of the mockups.
- Product Management: conducted user tests to verify the validity and effectiveness, collected data through observations and interviews with 10 users, analyzed their needs and feedbacks, revised the products accordingly.

SKILLS

Design: Instructional Design, Adult Education, E-Learning, UI/UX.
Learning Software: Adobe Captivate, Articulate Storyline, Adobe Creative Cloud, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premiere, Microsoft Office Suite.
Skills: ADDIE methodology, Learning Management Systems(LMS), Content Management Systems (CMS), eLearning technical standards (SCORM)
Programming: HTML5, CSS3, JavaScript, jQuery, Bootstrap, Android, Riot.js, Firebase.