



# Zhang Qun

## UI DESIGNER



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Early Visual Works: [mui.drivehq.com](http://mui.drivehq.com)

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## Professional Profile

Expertise includes:

- User Experience & Design Thinking
- Webpage Development (html5 / css3 / Javascript)
- Visual Design (Flash / Graphic / Icon / Logo / Poster)
- User Research / UE Improvement
- Interaction Design (Rapid Prototyping/ ActionFlow Design/ Wireframe/ Storyboarding)
- Web Accessibility
- Web Performance Optimization
- Globalization

# Work Experience

NOV 2009 - PRESENT

## IBM

UI Designer

- \* Provided POC of IBM Cloud OpenStack Services(ICOS) in early stage development.
- \* Implemented the responsive design for ICOS portal ([open.ibmcloud.com](http://open.ibmcloud.com))
- \* Designed the interactions and interfaces for IBM SmartCloud Enterprise project.
- \* Coordinated with UCD on usability enhancement requirements and delivery plan creation.
- \* Scrum master of accessibility component development.
- \* Created design assets and support design related activities.
- \* Technology application: OpenStack, Horizon, CDN, Bootstrap, Javascript, CSS, Mobile First, Git, Sphinx, RWD, a11y, g11n, Selenium, Mocha, Sinon.js

JAN 2006 - NOV 2009

## HP

UX Designer

- \* Responsible for designing prototypes for new features and programs, and promotions for special features, as well as defining new design and UI styleguides.
- \* Conducted user research with 8+ users to validate the design in various iterations.
- \* Analyzed client feedback on product usability, referral statistics and internal data. Recommended and facilitated changes in the current development process.
- \* Responsible for interviewing of UI designer.
- \* Interacted with usability team drive requirement and issue communication.
- \* Experienced working with high profile clients (China Telecom/ China Mobile) and managing multiple projects in fast paced environments.
- \* Technology application: Axure, Flash, Design thinking, Prototyping, Photoshop, Illustrate

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OCT 2003 - DEC 2005

## LENOVO

UI Designer, Front-end Developer

- \* Developed workflows, interaction flows, wireframes and proposed new features.
- \* Designed and implemented (in HTML/CSS/JS) web application (ERP, CMS, KMS, etc).
- \* Redesigned a variety of features on the currently existing web application.
- \* Optimized design process and improved customer satisfaction.

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APR 2002 - OCT 2003

## Hubei Academy Science and Technology Research Institute

Visual Designer (Intern)

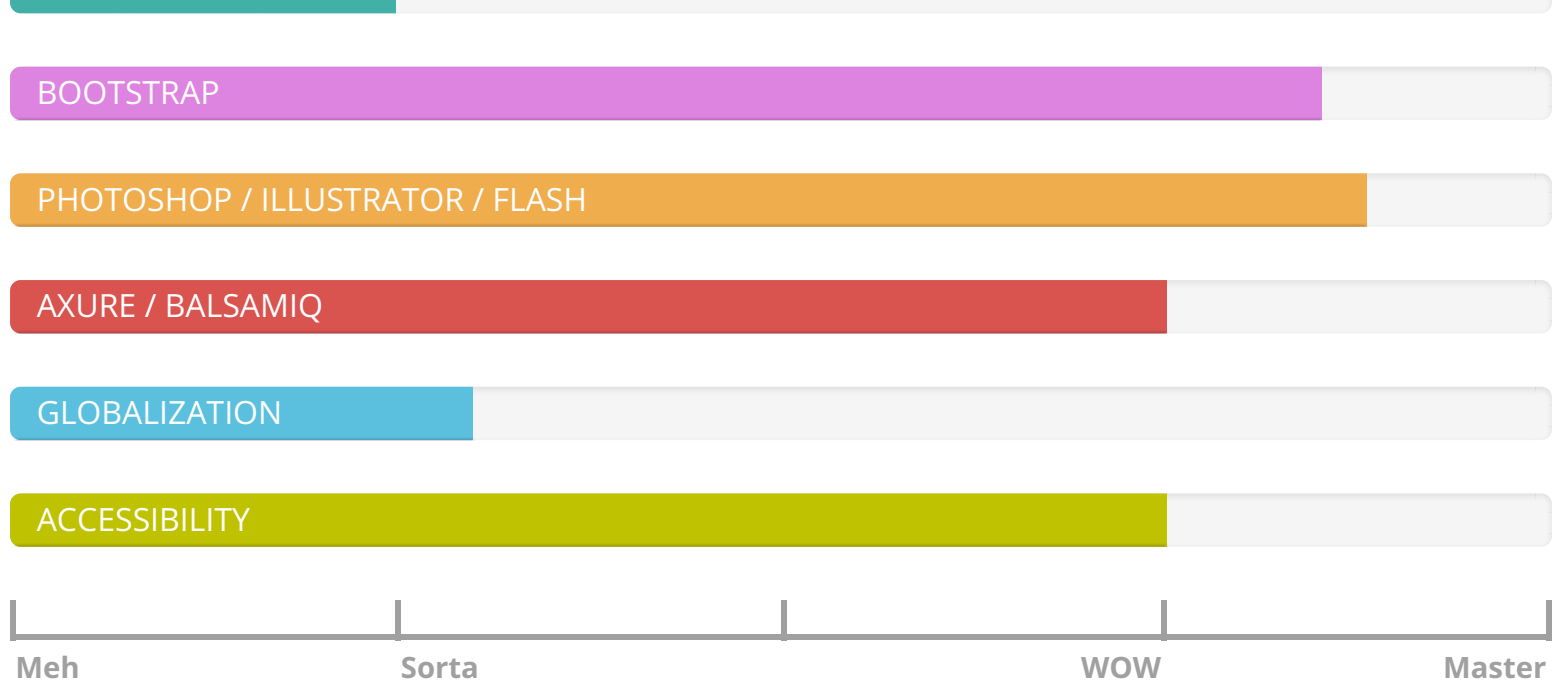
- \* Designed GUI, Graphics and layout for company product.
- \* Designed standards, brand guidelines.
- \* Designed company brochures, poster, E-card, Flash, PPT template,etc.
- \* Responsible for creating and maintaining team website creating by SharePoint.

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## Technical Skills

HTML / HTML5

CSS / CSS3



### Other Skills:

- \* UX, Usability Improvement, Hi-fi/Low-fi Prototyping- Highly Skilled
- \* Responsive Design- Highly Skilled
- \* Adobe AfterEffect / InDesign - Skilled
- \* MS SharePoint, IBM Lotus, RTC, RSA, RBAC test - Skilled
- \* ActionScript / XML/ XSL / PHP / Ajax / Flex / Dojo - Working Knowledge

## Education

### HuaZhong University of Science and Technology

Major: Computer Science and Technology

Bachelor's degree, Graduated in 2002

## Language

**CET-6**, College English test

## Awards

- \* GLBT T-shirt design winner
  - \* IBM CDL 15 anniversary Logo design winner
  - \* Won the second prize of The Internet knowledge TV contest of Hubei province.
  - \* HP Logo contest: the best creativity winner
  - \* Web design contest of Great Wall : the best creativity winner
  - \* Winner of The 13th Web Design Technology Competition of Wuhan city.
  - \* Macromedia authorized ATP
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## Publications

- \* Image Sprites tech - High Contrast Mode Optimization
  - \* Common accessibility mistakes and solutions for avoiding them
  - \* Maqetta: Visual \* Authoring of HTML/Dojo User Interfaces
  - \* Usability Principles for Modern Websites
  - \* Responsive Web Design: Tips and Techniques
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## Patent

- \* Method for visually-impaired to identify verification code.(published)

\* A method for menu navigation through attractable point on tree structure.(published)