Ruiyi Zhou

CONTACT

ryzhou@uw.edu (206) 383-9873 students.washington.edu/ryzhou

ABOUT ME

4-year experience in User Centered Design 3-year working experience as a product manager at Tencent 2-year hands-on experience in front-end development

SKILLS

Sketching Storyboarding Interaction Design Wireframing Prototyping Web/Mobile Design Visualization

EDUCATION

University of Washington | Seattle, WA | 09/2014 - 03/2016 (Expected) Master Student in Human Centered Design & Engineering | GPA:3.9 User Centered Design | Information Visualization | Web Design Usability Test | Qualitative Research | Visual Communication

University of Electronic S&T of China | China | 09/2008 - 07/2012

Bachelor of Communication Engineering

Suzhou Industrial Park Scholarship (Top 5%)

Signals and Systems | Digital Signal Processing

TOOLS

Design
Axure
Photoshop
Indesign
Illustrator
Sketch
Dreamweaver

InVision Balsamiq OmniGraffle

Visualization Tableau

Programming

HTML/CSS jQuery MATLAB C Bootstrap

Version Control

GitHub TortoiseSVN

Typesetting Latex WORKING EXPERIENCE

Tencent | Chengdu, China | 07/2011 - 06/2014 Product Manager

Outstanding Employee of the year 2012 (Top 5%)

SELECTED PROJECTS

TraveLENS | Seattle, WA | 10/2014 - 12/2014

UX/UI Designer

A travel data visualization that helps travelers and investors find goals.

Designed the interaction, run the usability testing.

SmartPonics | Seattle, WA | 10/2014 - 12/2014

UX/UI Designer

A self-control rooftop garden with mobile control that helps people living in apartments grow plants easily.

Led the user-centered design process, developed personas, organized prototyping and usability testing, was responsible for visual design.

QQ Browser | Chengdu, China | 07/2011 - 06/2014

Product Manager

Was responible for the mobile browser run on Android platform designed specifically for Chinese users, had over 30 million daily active users.

Used Agile methodology to design features like QQ Browser Forum, QR Code Scanning, Website Security Check, and Bookmarks.

Had overall charge of user feedback and usability evaluation.