# 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

# Photoshop Indesign Illustrator Sketch Dreamweaver InVision Balsamiq Proto.io

#### Visualization

Tableau

#### **Programming**

HTML/CSS jQuery MATLAB R/RStudio Bootstrap

#### **Version Control**

GitHub TortoiseSVN

#### **Typesetting**

Latex

# WORKING EXPERIENCE

**Glassdoor** | Mill Valley, CA | 06/2015 - 09/2015 UX/UI Design Intern

Redesign of Glassdoor Employer Center; Update pattern library; Datadriven user experience design

**Tencent** | Chengdu, China | 07/2011 - 06/2014 Product Manager Outstanding Employee of the year 2012 (Top 5%) Was responsible for QQ browser on Android platform

# SELECTED PROJECTS

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

**UX** Designer

A data visualization app that helps travelers pick destinations. Used data sets collected from WEF, Wikipedia, and the World Bank

Led the user experience design process. Conducted the usability studies

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

**Product Manager** 

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