


SHANGLEI ZHANG

UX/UI Designer

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 (404) 771-3499

With five years full-time experience in creative industries and two years experience in UX/UI design & research projects, I have a fascination with user-centered design and a passion for creating usable and delightful design solutions.

As an architect turned user experience (UX) designer, my education in human-computer interaction (HCI) and architecture has provided me with hybrid and cross-disciplinary skill sets, as also design perspectives. With years of practice in coordinating stakeholders and project teams from ambiguity to clarity, I have built strong cross-team collaboration skills and abilities to tackle complex design problems.

In my spare time, I am a traveler, a nature enthusiast, and a coffee addict.

PROFESSIONAL EXPERIENCE

UX/UI Specialist

Inverse-Square, Indianapolis, Indiana

Jun'17 - Present

Played as a key member of the design team, co-worked with stakeholders, developers, sales and the testing team on agile initiatives, across multiple products to help build better user experiences and user interfaces. Created software design solutions based on client's functional requirements and User needs; generated styleguide and documentation for usage of styles across applications; developed HTML/SCSS front-end framework in Angular projects.

CIRTL Teaching Assistant & Advisory Board Member

Center for Teaching and Learning (CTL), IUPUI

July'16 - May'17

Designed and distributed CTL/CIRTL web and printed promotional and recruitment materials; conducted library research and data collection for graduate teaching program planning and management; assisted in implementing CIRTL programming activities and TA orientation & training.

Graduate Teaching Assistant - Intro to Web Development

School of Informatics and Computing (SOIC), IUPUI

Aug'15 - May, 17

Under the instruction of Prof. Todd Shelton, served as a graduate TA in NEWM-115, Introduction to Multi-Device Web Development. I led the lab and introduced students to website design using HTML, CSS, basic Javascript/jQuery.

Graduate Research Assistant - Mapping History Project

School of Informatics and Computing (SOIC), IUPUI

Aug'15 - Aug'16

Worked as a research assistant for Dr. Cafaro in the research project on combination technologies and historical contexts to enhance the user experience. Designed and implemented interactive museum installations, by adopting hand gestures and body movements to interact with the devices, which allows visitors to collaboratively explore big sets of data about the historic sites.

Architectural Executive

DP Architects Pte Ltd, Singapore

Sept'11 - Aug'15

Managed and coordinated mega size projects; conducted feasibility study and developed design concepts; prepared design presentations, drawings and design reports; liaised with clients, authorities, operators, local design institute and other consultants; coordinated with stakeholders and authorities.

EDUCATION

MS in Human Computer Interaction

Indiana University - Purdue University,
Indianapolis (IUPUI) 3.93/4.0
Aug'15 - May'17

MS in Architecture, Design and Arts

Mississippi State University 3.53/4.0
Aug'08 - Dec'09

Bachelor of Architecture (B. Arch)

Hunan University, China Top7/100
Sept'03 - Jun'08

SKILL SET

Design:

User Experience Design,
User Interface Design, Graphic &
Logo Design, Application Wirefram-
ing, Interaction Maps, Personas,
Storyboarding, Mind Mapping,
Journey Maps, card sorts.

Research:

Contextual Inquiry, User interviews,
Field studies, Surveys, Comparative
analysis, Usability Evaluation,
Heuristic Evaluation, Cognitive Walk-
through.

Prototyping (2D & 3D):

Adobe creative suites, Balsamiq,
Sketch, Axure, InVision, JustInMind,
Mindjet, Snagit, AutoCAD, SketchUp
Pro, Rhino

Development:

HTML5/CSS, Basic Javascript, jQuery,
Bootstrap, Angular.