

Alice Zhang

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Skills

HTML/CSS
SASS/Bootstrap
PHP
mySQL
jQuery
ReactJS, NodeJS

Git Workflow
Java
Android Studio
Tableau
C++/C#

Digital Prototyping
Wireframing
Proto.io, Adobe XD
Adobe Photoshop, Illustrator, InDesign

Education

Simon Fraser University, Canada

BSc in Interactive Arts and Technology, Concentration in Interactive Systems
September 2013 - present

Malmö University, Sweden

Interaction Design BA Course in Full-time Exchange Program
January 2017 - June 2017

Aarhus Summer University, Denmark

Game Theory and Design for Virtual Reality in Part-time Exchange Program
July 2017 - August 2017

Experience

UX Designer and Developer: Plaid Consulting

Co-op position - Vancouver, Canada

May 2018-August 2018

Designed a web application prototype using Adobe XD and Proto.io, which set the definition for the appearance and feeling of the web application.

Built web components for the web application project based on the prototype using ReactJS with Bootstrap and SASS, compiling with NodeJS, implementing back-end content using Amazon Web Services, and tracking progress using Git.

Conducted user research through interviewing data analysts and institutional research personnel to increase awareness on the web application's target market and potential users.

Android Application Development: Final Project

Human-Computer Interaction - SFU, Canada

November - December 2016

Planned application features using hand-sketched diagrams, which provided the project outline.

Developed and debugged application code, which ensured the app's functionality and efficiency.

REACTJS
HTML
CSS/SASS/BOOTSTRAP
ATOM TEXT EDITOR
NODEJS
GIT WORKFLOW
AMAZON WEB SERVICES
TABLEAU
PROTO.IO

ANDROID STUDIO
JAVA

HTML/CSS
PHP
MYSQL
SUBLIME TEXT 3

Web Application Development: Final Project

Internet Computing Technologies - SFU, Canada

March-April 2018

Planned and sketched webpages for a web application to track weekly sugar consumption in a team of two.

Developed webpages in HTML/CSS and implemented login and account registration functionality using PHP.

Introduced SQL queries that affect PHP values shown on webpages, which realized functionality such as allowing users to customize their account information.

ILLUSTRATOR
PROTO.IO

Design Thinking Challenge and Prototyping: 6-hour Design Jam

Ideas Into Ventures Design Jam - Surrey, Canada

Ideated in 4-phase sessions in a team of 6, then presented our idea using presentation slides made in Illustrator to an audience consisting of event hosts and 8 other teams.

Digitally rendered a concept website for our concept after the design jam, which were used to communicate our idea in a visual form and model user interaction.

HTML/CSS
DJANGO
PYTHON

Front-End Web Design: Programming & Data Hackathon

Plenty of Fish Hackathon - SFU, Canada

Created webpage mockup using HTML/CSS on Sublime Text 3, which provided a template for teammates working on back-end to test their code.

Established basic understanding of Django and Python under time pressure to keep awareness of back-end teammates about their progress and needs.

Involvement

ARDUINO GENUINO 101
ARDUINO CODE IDE
PROCESSING IDE
CIRCUITRY

Arduino Programming: Arduino Day 2017

Designer, developer, and maker gathering - Minc, Malmö, Sweden

April 2017

Programmed a small 3-level shoot-and-dodge game using the Processing and Arduino IDE's with two teammates.

Presented viable game to international attendees and answered game-related questions.

PHOTOSHOP
ILLUSTRATOR
UNITY

Ideation for Game Design: MoCap Game Design Jam

Community Game Jam - Ideas Lab, Aarhus, Denmark

August 2017

Sketched diagrams and illustrations and rendered them on Photoshop, which were used in communicating our game idea in presentation slides.

Communicated with teammates on the stage and direction of our project, which increased my understanding of the design workflow in an international context.

Interests

URBAN DESIGN

INTERIOR DESIGN

PC GAMING

DATA VISUALIZATION

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