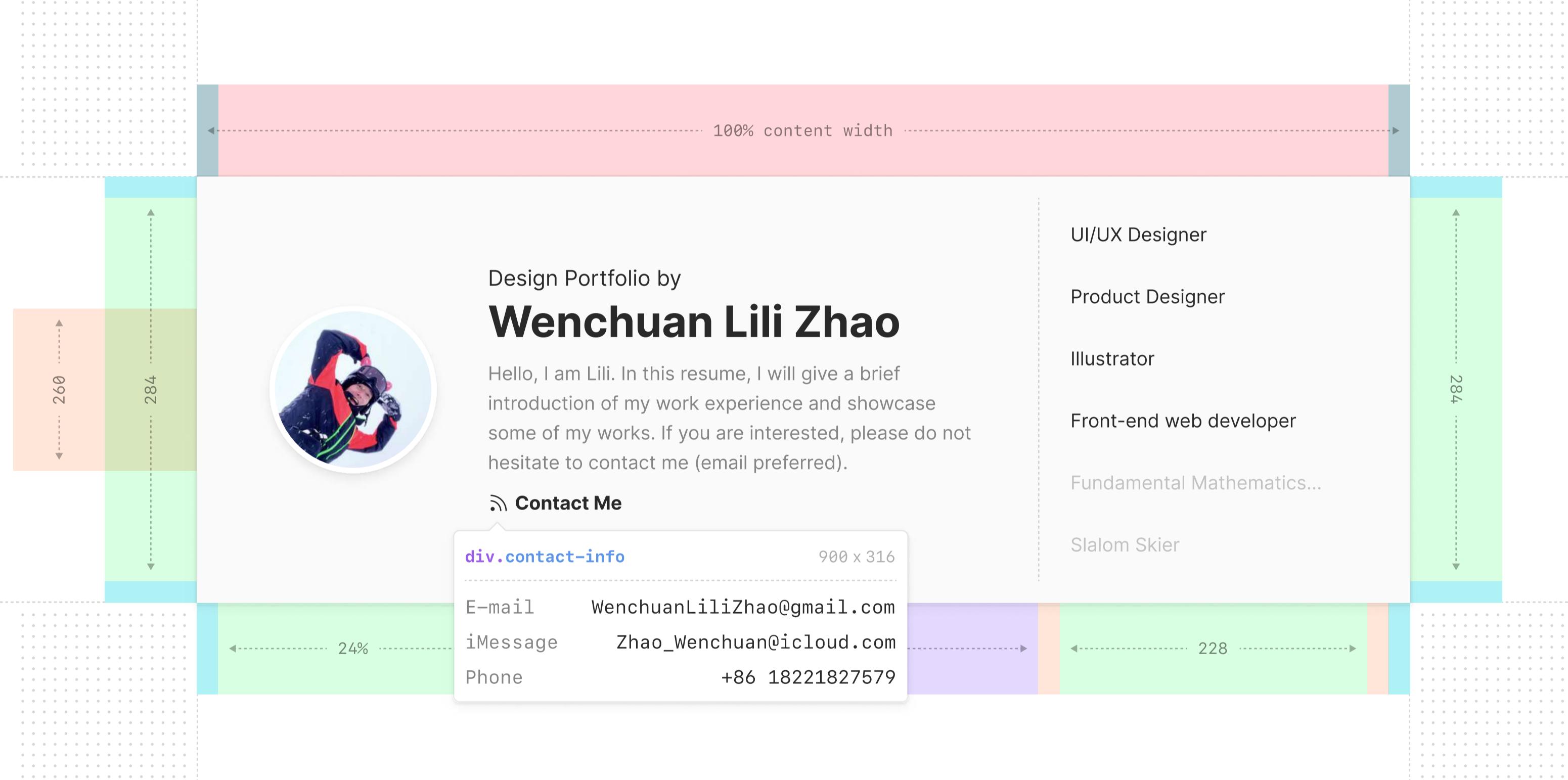


WENCHUAN LILI ZHAO

2015 ~ 2023

100% content width



ZHAO WENCHUAN

HELLO, WORLD!

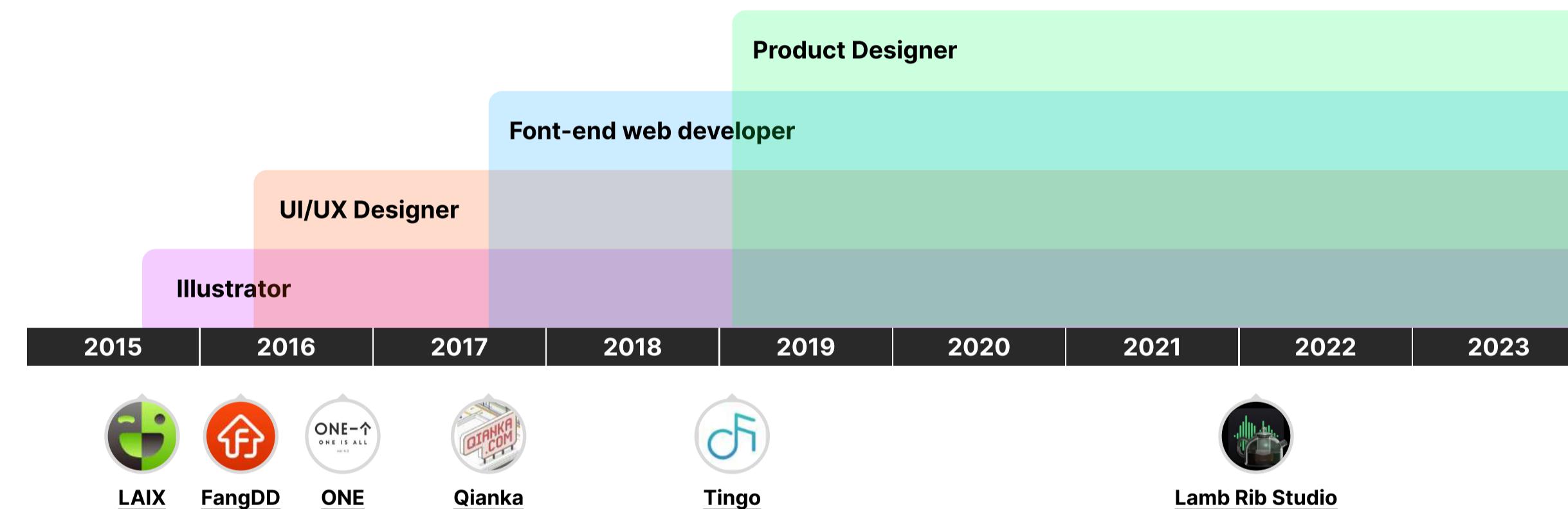
A short biography

Hello, my name is Zhao Wenchuan, but you can also call me Lili like most of my colleagues do - this is a name given to me by one of my former design directors. I graduated from Shanghai Academy of Fine Arts with a master's degree in art studies in 2012, and have been working in the field of internet design ever since.

In recent years, my position in various companies has always been as a UI/UX designer. However, in my actual work, I usually also play the role of a product designer. If there are website development projects, I often take on the role of a front-end programmer - after all, writing layout and style code based on my own design can be much more accurate and save a lot of time. In short, except for technological aspects of back-end programming, I have participated in various stages of product development over the years - although my main work is still UI/UX.

The diagram on the right shows my work experience since 2015. Since most of the companies mentioned above may not be familiar to you, I have emphasized the positions I have held and the depth of my involvement in the products in different years.

Starting from the next page, I will list a small portion of my works directly related to my job nature, and I hope you will like them! At the same time, I also believe that you can see my passion for the field I am in from these works!





A LITTLE HISTORY OF TELESCOPES

A Feature Work in 2022

During two months of in 2022, I delved into the mathematical principles of classical optics. I found one of my many notes and published it on Medium, titled "**The Geometry of Refraction**". At the same time, I wrote a short article on the history of telescopes, entitled "A Little History of Telescopes", and created pure HTML + CSS animated illustrations for the first chapter, which I deployed on GitHub. This is the website that you are currently viewing the screenshot of.

[Visit Website](#) ↗

The screenshot shows a dark-themed web browser window. The title bar reads "A Little History of Telescopes" and the URL "wenchuanlilizhao.github.io/A-Little-History-of-Telescopes/". The main content area has a dark background with three circular illustrations. The first circle on the left shows a telescope mounted on a stand. The middle circle shows a man with a beard sitting at a desk, looking through a telescope. The third circle on the right shows a large celestial body, likely Jupiter, with several small dots representing its moons. Above the circles, the text "Part 1/3" and "The Seventeenth Century" is displayed in a serif font. Below the circles, there is a block of text about the 17th century being the "century of scientific revolution" and mentioning Galileo Galilei's contributions.

Part 1/3
The Seventeenth Century

The 17th century is often referred to as "the century of scientific revolution", and for good reason. During this time, Galileo Galilei turned his telescope to the night sky, unlocking secrets about the nature of the universe. His groundbreaking observations challenged many long-held beliefs and sparked a wave of new discoveries that would shape scientific exploration for centuries to come.



TEAPODO

A Feature Work in 2021 with my best teammates

In January 2021, I formed Lamb Rib Studio with several friends and developed an audio editing software called **Teapodo**. Our team consisted of only four people, with three responsible for programming and myself responsible for all UI/UX design, some product design, and part of the front-end development of the website.

The product has only one main interface, but it is the most complex and interesting one I have ever designed. The whole process was very enjoyable. In addition, my team members are highly skilled and have distinct personalities, with an unparalleled passion for what they do, which made our collaboration highly efficient - we spent a long time on basic theory and product construction, but only took about three months from design to development.

I would love to explain in detail what we did for this product, but it's really not something that can be summed up in a portfolio. You might want to download and take a look.

[Download from Official Website](#)



TINGO V3

A Feature Work from 2019 to 2021



[Download from
AppStore](#)

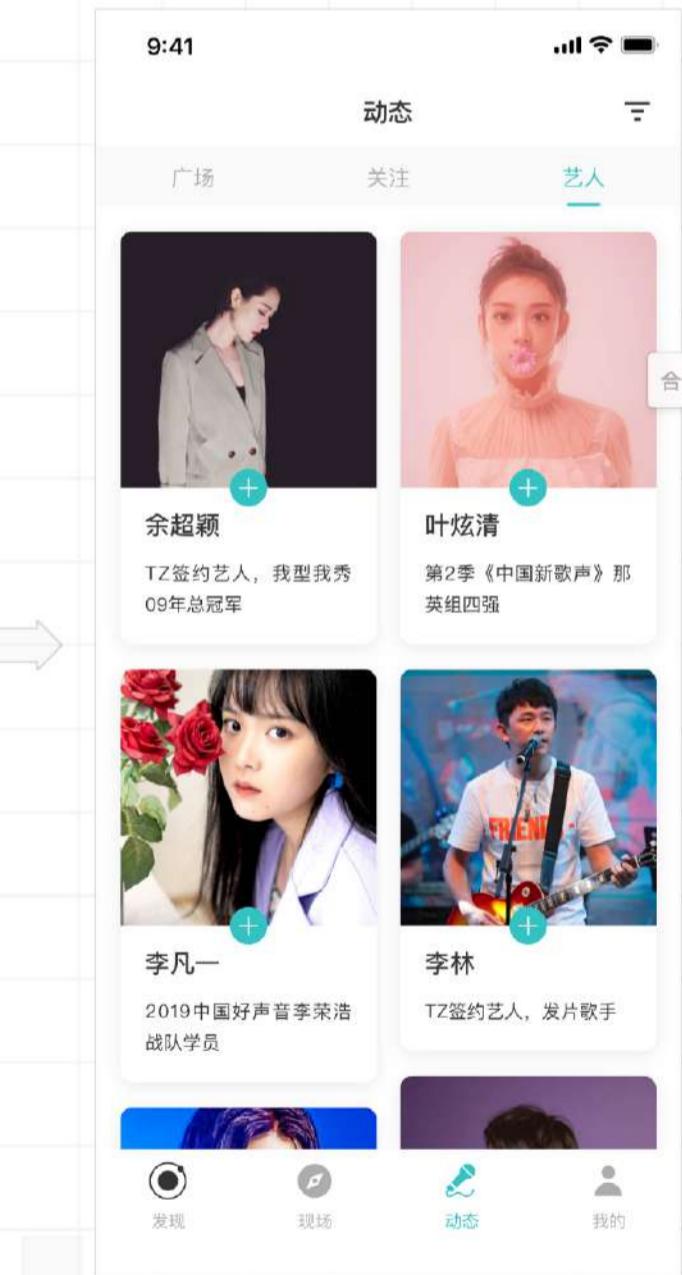
In 2019, I joined a company called Tingo, and was in charge of the comprehensive revamp of the old version of the app, Tingo Music. During this period, I was the only UI/UX designer in the entire product development team, and worked as a product designer with Terry, my boss (who is also my friend now).



Page: Moment



Page: Home



Page: Artists



Page: Location

CHUAN LI ZHAO

2015 ~ 2023

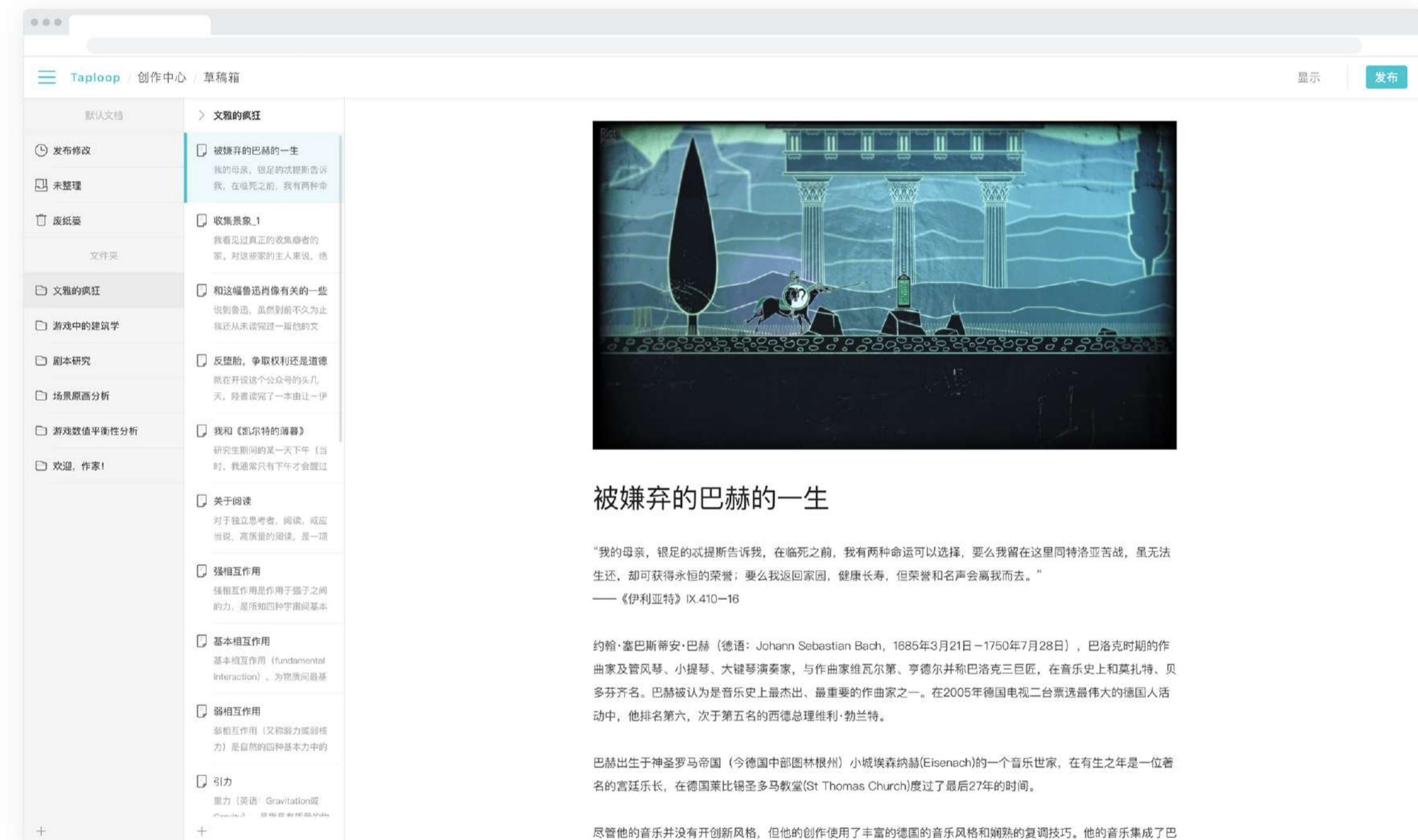
TAPLOOP EDITOR

A Feature Work in 2018

In 2018, I became obsessed with the interaction of various editors such as Notion, Typora, Confluence, iA Writer, Texifier, VSCode, etc., as well as Obsidian which I use today to create my math blog. So, together with a friend of mine (an algorithm engineer who is also passionate about editors), we designed an article editor. The interaction of an editor is much more complex than that of a general app, so it brought us a lot of joy.

However, we were unable to find a competent programmer to develop this product for us, so this design remained just a design.

[View Project on Béhance](#) 



The screenshot shows the Taploop Editor's user interface. On the left is a sidebar with a tree icon and a list of document categories: '默认文档' (Default Document), '发布修改' (Publishing), '未整理' (Unsorted), '废纸篓' (Trash), '文雅的疯狂' (Elegant Madness), '游戏中的建筑学' (Architecture in Games), '剧本研究' (Script Research), '场景原画分析' (Scene Concept Art Analysis), '游戏数值平衡性分析' (Game Numerical Balance Analysis), and '欢迎,作家!' (Welcome, Author!). The '文雅的疯狂' category is selected, showing a list of sub-documents with titles like '被嫌弃的巴赫的一生' (The Life of Bach Rejected), '收集景象_1' (Collect Scenery_1), and '和这幅鲁迅肖像有关的一些说到底, 虽然时间不久为止谈话从未读完过一篇他的文' (Some talk about this portrait of Lu Xun, although the time is short, the conversation has never been fully read). To the right of the sidebar is a large preview area showing a dark-themed illustration of a classical building with columns and a tree. Below the preview, there is a quote in Chinese: "我的母亲，银足的忒提斯告诉我，在临死之前，我有两种命运可以选择，要么我留在这里同特洛亚苦战，虽无法生还，却可获得永恒的荣誉；要么我返回家园，健康长寿，但荣誉和名声会离我而去。" ——《伊利亚特》IX.410-16. At the bottom of the preview area, there is a block of text in Chinese about Johann Sebastian Bach, followed by a note about his birthplace Eisenach, and a final sentence about his music.

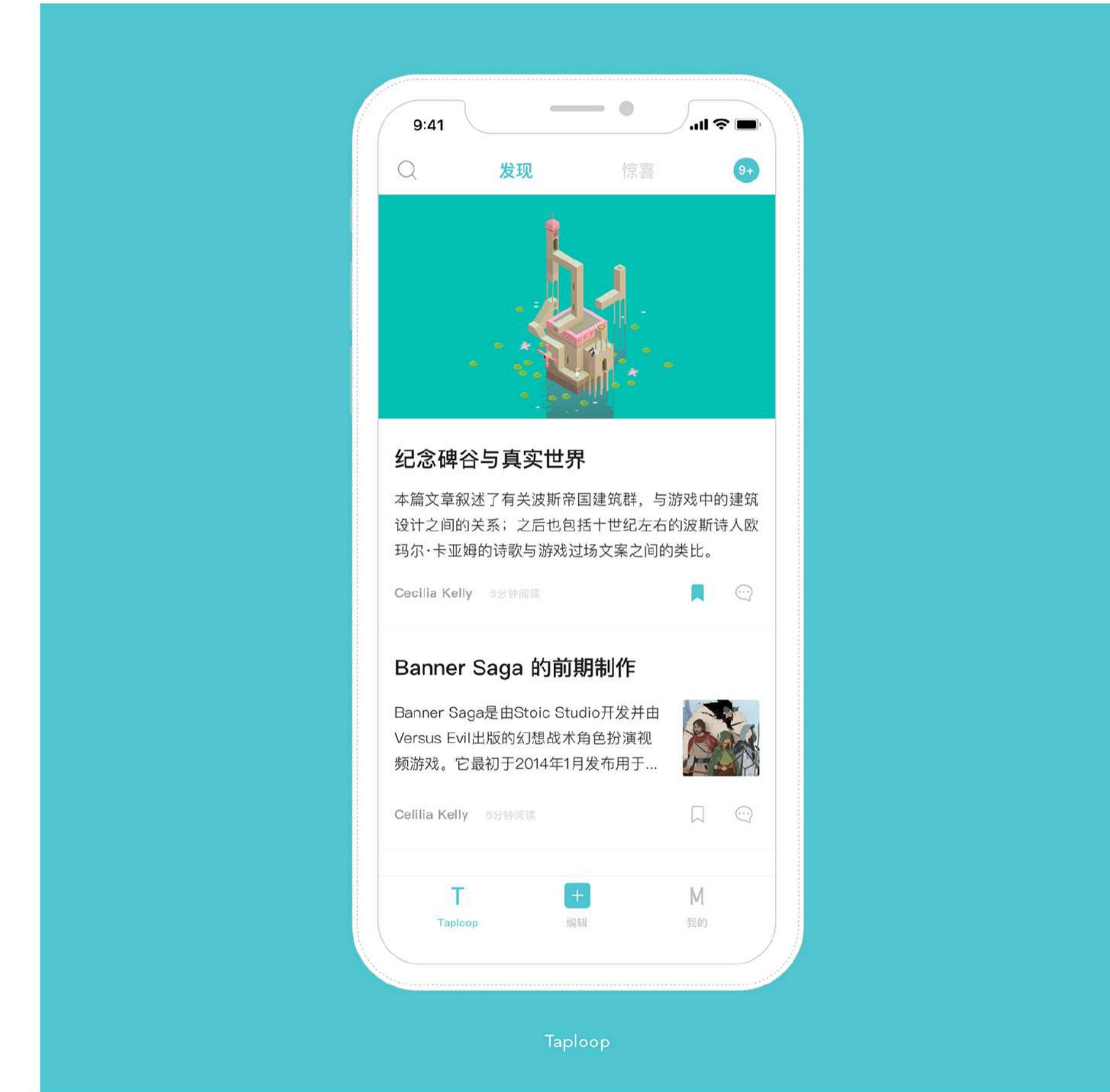
2015 ~ 2023

TAPLOOP

A Feature Work in 2018

Taploop, together with the Taploop editor, formed a content sharing app. At the time, as a case study and out of our love for games, my friend and I chose game content sharing as the showcase content for Taploop.

[View Project on Béhance](#) ↗



GEOGEBRA BOOKS

A Feature Work in 2018

After trying my hand at UX design for an editor, my enthusiasm for organizing complex operation requirements into simple and understandable operation specifications increased even further. Therefore, when the search for investment for the Taploop editor failed, I embarked on a personal design project for my own enjoyment - but even so, the entire UX was still strictly derived step by step from my understanding of editors.

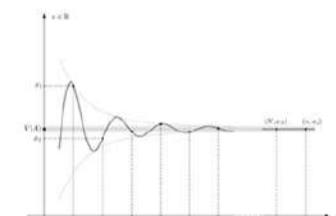
Of course, when working on this project, I had just started studying mathematics, so there were some mathematical errors in the design diagram explanations - please don't mind.

[View Project on Béhance](#) 

Limits | A Geometric Note for Mathematical Analysis / The Limit of a Sequence / The Definitions and Examples

Table of Contents

- Introduction
- The Limit of a Sequence
- The Definitions and Examples
- Properties of the Limit of a Sequence
- Questions Involving the Existence of the Limit of a Sequence
- Elementary Facts about Series
- Problems and Exercises
- The Limit of a Function

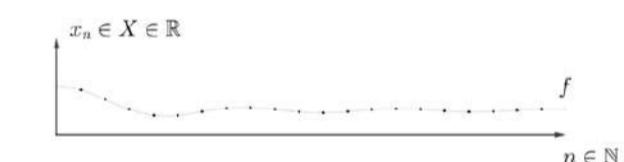


The Definitions and Examples

Euclid the Square Pants

We recall the following definition.

Definition 1. A function $f : \mathbb{N} \rightarrow X$ whose domain of definition is the set of natural numbers is called a sequence.



The values $f(n)$ of the function f are called the terms of the sequence. It is customary to denote them by a symbol for an element of the set into which the mapping goes, endowing each symbol with the corresponding index of the argument. Thus, $x_n := f(n)$. In this connection the sequence itself is denoted $\{x_n\}$, and also written as $x_1, x_2, \dots, x_n, \dots$. It is called a sequence in X or a sequence of elements of X .

The element x_n is called the n th term of the sequence.

Throughout the next few sections we shall be considering only sequences $f : \mathbb{N} \rightarrow \mathbb{R}$ of real numbers.

Definition 2. A number $A \in \mathbb{R}$ is called the *limit of the numerical sequence* $\{x_n\}$ if for every neighborhood $V(A)$ of A there exists an index N (depending on $V(A)$) such that all term of the sequence having index larger than N belong to the neighborhood $V(A)$.

Applet. 1.1.1

$x \in \mathbb{R}$

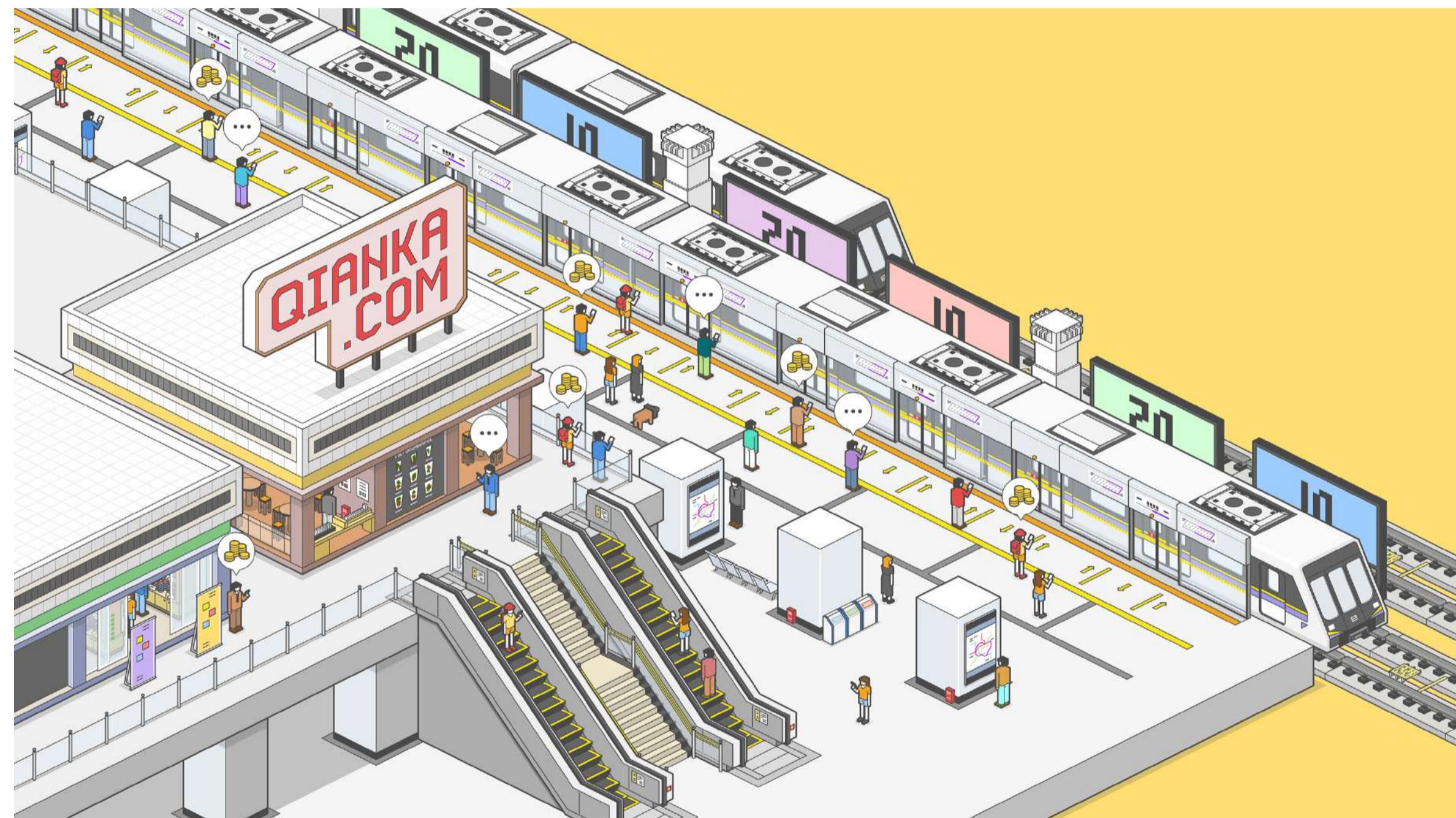
QIANKA.COM #1

A Feature Work in 2017

In 2017, Chris, the COO of a company called Qianka, found me on Béhance and invited me to create some interesting designs for his company as an UI/UX designer. Well, my first task is not UI/UX design. The isometric illustration you see here were my first piece of work for the official website of the company. Later on, I created many other similar-style illustrations for them.

Grateful to Chris for keeping my designs even after I left his company for years.

[Visit the Website](#)👉



QIANKA.COM #2

A Feature Work in 2017

As an avid Minecraft player (perhaps my favorite game, besides EVE-Online and "The Elder Scroll - Skyrim"), I used many Minecraft elements (including the castle which was built in my NEW WORLD) into the design of the second page. Using a pig in a suit and a bunny to represent my EX-boss and EX-design-director respectively at company FDD in 2016, who attended my wedding with Chris in 2017 and remain important friends to this day.

[Visit the Website](#) ↗



QIANKA.COM #3

A Feature Work in 2017

Although sometimes as annoying as any boss can be, Chris was always an interesting person. He was eager to learn the basics of our work, including simple programming and even some UI design assistance. That being said, I must admit that his company was a little bit of tacky - as no decision was made without the thought of "making money right away" as a standard. He seemed uninterested in long-term but relatively low-return plans. Therefore, in this illustration, I portrayed him with a ship (called Chris) full of treasure and a Mesoamerican pyramid to showcase this aspect of his personality.

[Visit the Website](#) ↗

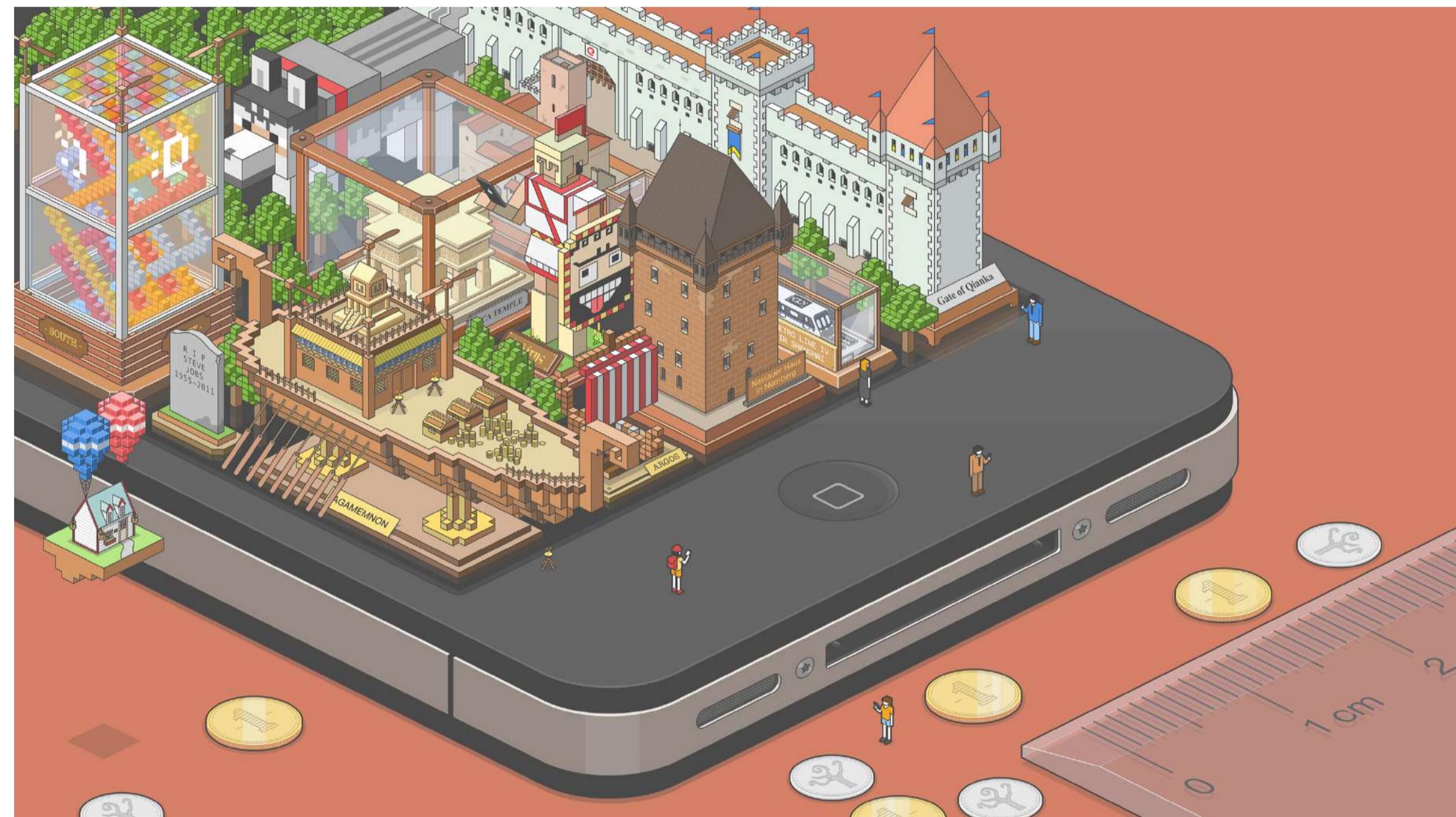


QIANKA.COM #4

A Feature Work in 2017

The final page was designed for my design director at the time, Goolei, who was a big fan of Steve Jobs. To better capture his likeness, Goolei even give me an old iPhone 5 that was no longer in use as a present -- just like passing on the Olympic torch.

[Visit the Website](#) ↗

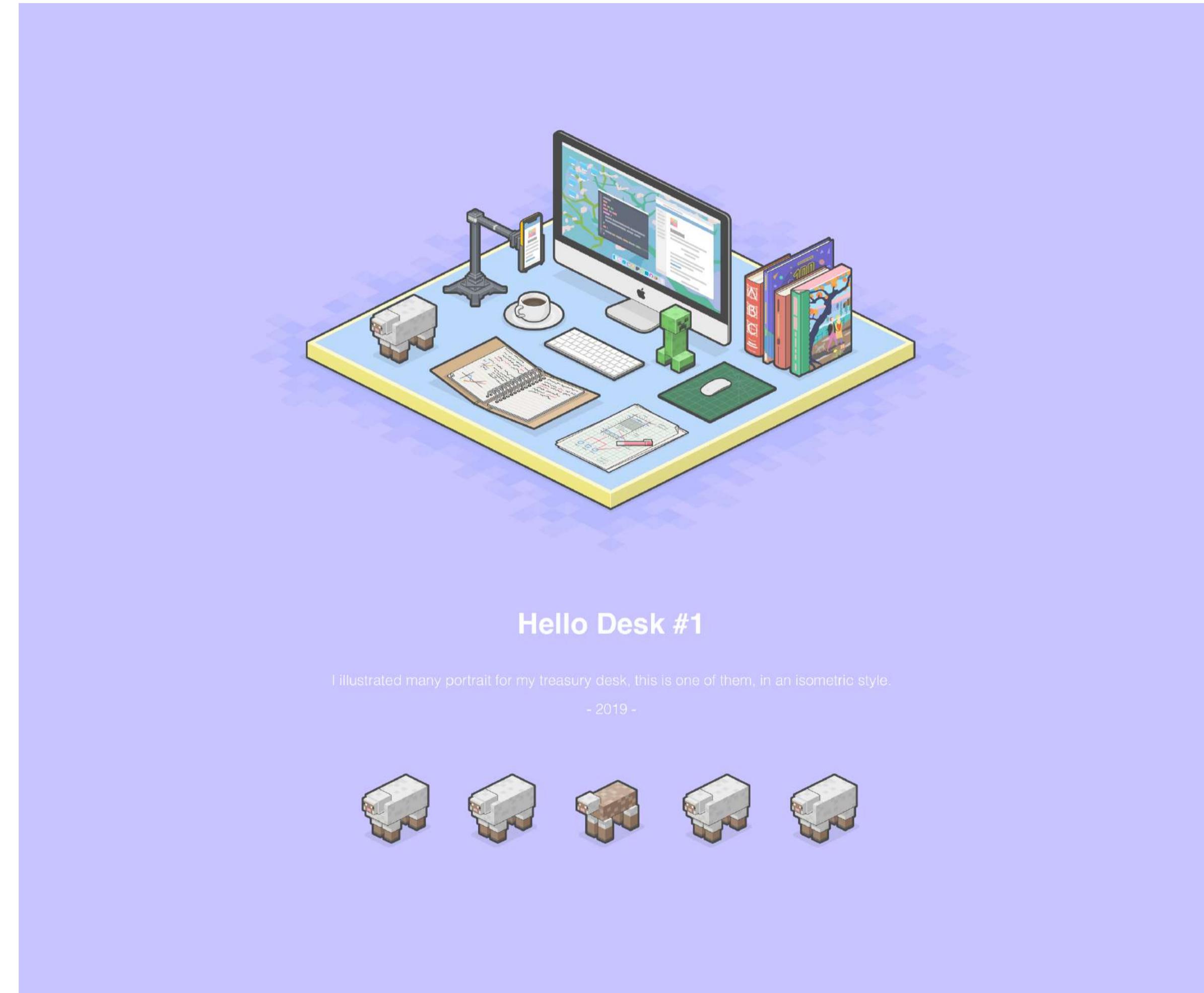


HELLO DESK

A Feature Work in 2017

Since designing the official website for Qianka, I have had a hobby of drawing axonometric illustrations on Sketch for a long time. In this project, I simply drew some items on my desk.

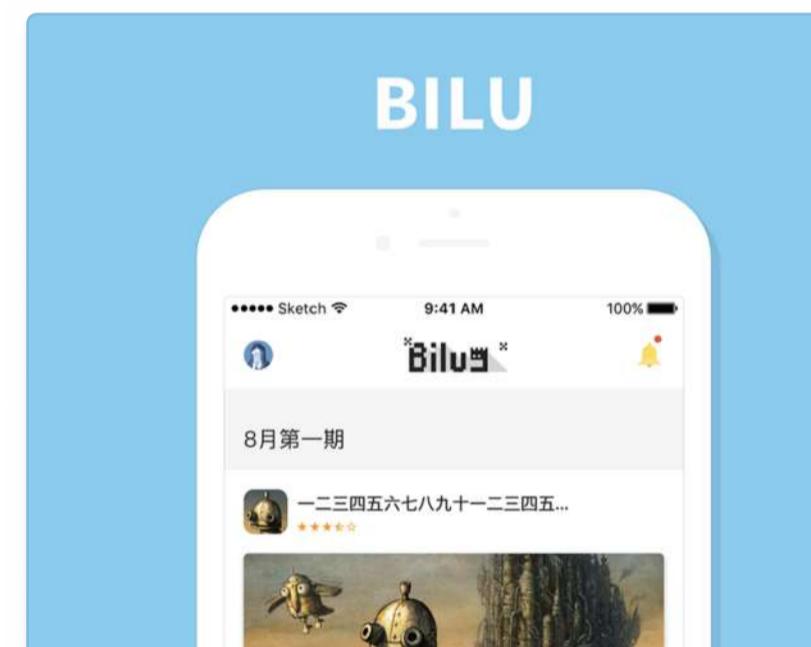
[View Project on Béhance](#) ↗



AS AN UI/UX DESIGNER IN QIANKA

Works from 2017 to 2018

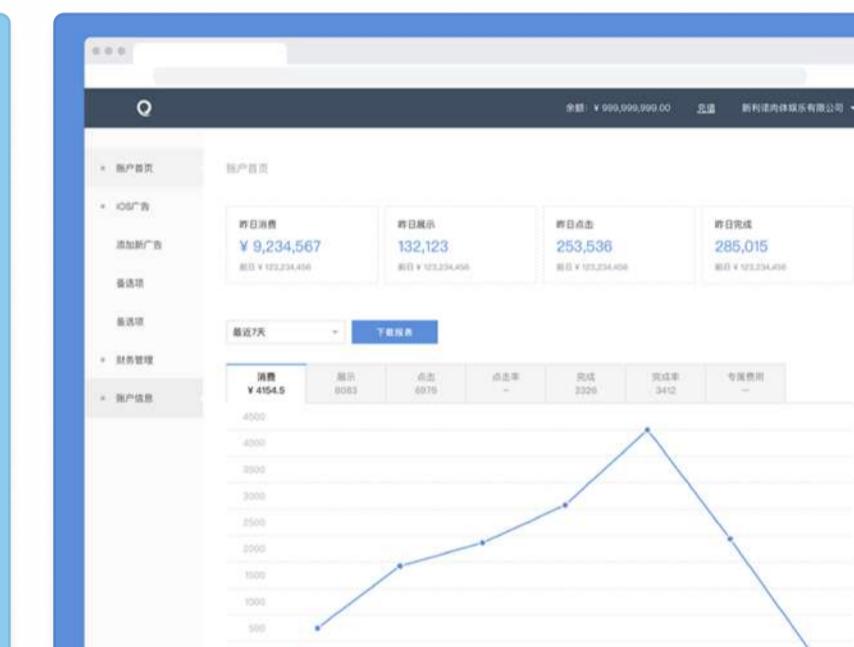
Of course, most of the time at Qianka, I was a UI/UX designer and did a lot of UI/UX design work. Below, I'll showcase only the work that I'm personally satisfied with, including all the designs for Bilu.com (a game recommendation platform) that was maintained for a period of time after I left the company.



Bilu.com

A game recommendation platform

[See Project on Béhance >](#)



E.qianka.com

The platform for the business of Qianka

[See Project on Béhance >](#)



Hello Shanghai

A set of isometric illustration of architectures in Shanghai

[See Project on Béhance >](#)



ONE · 一个

A Feature Work in 2016

At the end of 2016, I received an interesting task that led me into the field of UI/UX design for the first time. Han Han, a Chinese writer, owned an app called "ONE". At the time, the company believed that the product's UI and UX were somewhat outdated. They found me, boldly entrusting me (even though I had no UI/UX design experience at the time) to take charge of the entire product's UI/UX design, and to iterate it into a completely new-looking version.

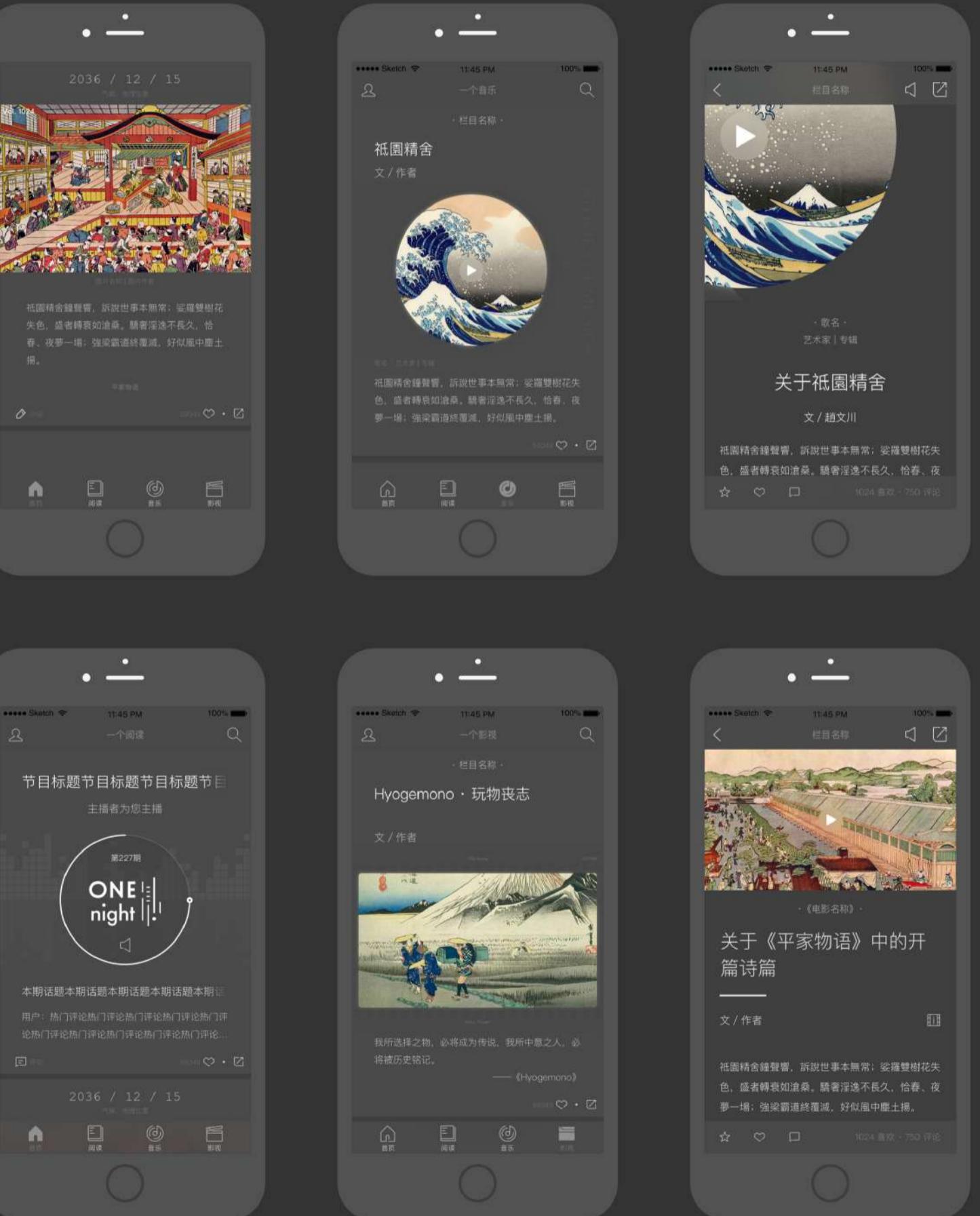
Of course, with the release of the iPhone X, the design that used the iPhone 6 as the interface container has now been iterated into a completely new UI. However, you can still see my design at the time on my Béhance.

[View Project on Béhance](#)

-Part 6-

Some Examples of Night-mode

Personally, I don't like this night-mode so much, since I did lazy work on the design. But surprisingly, my friends and, as it was told, some uses love this mode. Well, surprisingly...



ESTER EGGS IN ONE • 一个

A Feature Work in 2017

As I mentioned in my design brief at the time, I designed several Easter eggs for ONE, but only one was well developed. Since ONE is a relatively literature-oriented app product, I drew five gods based on the origins of their names, one for each day of the week. So, every day when you open ONE, a different god greets you as you open the app.

[View Project on Behance](#)



Launchings and Gods

In ONE, I designed several eggs, but only one had been coded, which is this, Launchings and Gods. Everyday in a week, you turn on this app, and you'll see a special god of this day. This is inspired by the naming of the days, for example Mercury for Monday, Apollo for Sunday, etc..



A FAREWELL FOR FRIENDS

A Feature Work in 2017

In 2016, I resigned from my job at company FDD because I felt the need to focus on learning new knowledge and change my unchanging work state. At that time, I had already become obsessed with UI/UX design because, to me, it was like building a cathedral as described in "Pillars of the Earth" - except that the product was a modern "cathedral".

As FDD was a real estate company in Shanghai, I drew this set of illustrations based on iconic landmarks in Shanghai as a farewell gift for colleagues who had always taken good care of me. (Especially my design director, Yi Sha, who had always been like a nanny to me, helping me solve many troubles outside of work.)

[View Project on Béhance](#)



EPILOGUE OF THIS PORTFOLIO

So, those are some of my work experiences - I didn't mention my time at a company called "Liulishuo" in 2015 because I didn't leave behind any notable works during that period.

So, what am I doing after leaving Lamb Rib Studio?

Of course, as I am not a sun-bean, I continued to learn and create interesting works for myself. "A Little History of Telescopes" at the beginning of this portfolio is one of my projects in this year, deployed on GitHub. I also learned React programming during this year. In addition, two things are currently in progress:

- Mathematics:** I deployed an [online math blog](#) on Obsidian. It is quite new yet. In the next decades, this website will be used to sharing knowledge of mathematics. Also, some articles on some other aspects, like philosophy or history, will be posted to the website, once I figure some interesting ideas on these aspects.
- UI/UX design system.** Since I first entered the UI/UX design field in 2016, I have been obsessed with UI system design. However, I have never had the opportunity to do this. I will release my first UI system component library on Figma, specifically designed for project management and Knowledge Base. If you don't think I'm suitable to work with you, but are interested in this project, you can send me an email. I would be happy to send you the link when the first batch of components is completed.

Now, I think it's time to enter a more complex product design job again. So, if you are interested in me as described in this resume, please let me know!



CHUAN LILI ZHAO

2015 ~ 2023



THANKS FOR WATCHING!

Wenchuan Lili Zhao

2015 ~ 2023