

Xiaoxi Zheng

End to end experience designer passionate about translating complex problems into human-centered interactions and crafting scalable solutions

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EXPERIENCE AND ACHIEVEMENTS

GE Oil & Gas Digital — UX interaction Designer

San Ramon, CA - July 2017 - PRESENT

Designed data science driven MVPs by defining user models, IA, wireframes, visual mockups, and prototypes to solve the toughest Industrial IoT pain points

Continuously evaluate the usability of current product offerings and design system to propose constructive changes and updates

Build scalable web-based prototypes and demos to validate feature proposals, usability, and workflows

University of Florida — Undergraduate Researcher

Gainesville, FL - September 2016 - May 2017

Designed and developed an easy-to-use block-based programming activity with Google's Blockly to enhance conceptual computer science learning in middle school classrooms.

Piloted an empirical research study and published opportunities to make computer science concepts more accessible in the context of science in the proceedings of the 49th ACM SIGCSE)

Atmosphere Apps — Mobile Apps Services Intern

Gainesville, FL - May 2015 - Jan 2017

Created mobile app designs, web designs, and performed app store optimization in a fast-paced mobile app development agency

Collected end-user feedback and balanced with strategic client objectives for quality design iterations

Voalte — Software Engineering Intern

Sarasota, FL - May 2016 - August 2016

Implemented UI enhancement and performed bug fixes (with Objective-C) on Voalte's healthcare applications, improved user engagement

Evaluated Voalte Platform's UI/UX and presented findings to engineering and product management leading to better communication between product & engineering teams to standardized product development cycle

EDUCATION

University of Florida — B.S. Digital Arts & Sciences

SKILLS

Information Architecture

User Experience Design

Sketch App

Adobe Creative Suite

Framer Prototype

Unity3D

Java

C#

HTML/CSS/Javascript

PROJECTS

Ivy Direct

May 2018 - July 2018

An easier and better mortgage application guiding frustrated home buyers with clearer directives to secure the best interest rate.

Site Asset Tracking System

September 2016 - May 2017

Lead a multidisciplinary design engineering team of 6 to develop an end to end indoor mapping IoT (Internet of Things) system.

Managed project from ideation, research, IA, visual design to software requirement specifications and quality assurance.

LANGUAGES

English (Native)

Chinese Mandarin (Native)