

Xiaoxi Zheng

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Objective

Seeking full-time employment to utilize my passion for creating seamless experiences for everyday humans in the field of software engineering

Education

Bachelor of Science in Digital Art and Sciences (Engineering in Computer Science) May 2017
Minors: Business Administration || Studio Art GPA: 3.52
University of Florida, Gainesville, FL

Experience

UX Interaction Designer, Baker Hughes, GE July 2017 - Present

- UI/UX designer establishing impeccable industrial user experience in the field of oil & gas.
- Design, iterate, and create rapid prototypes utilizing tools ranging from Sketch for static designs, Framer for micro-interactions to Unity3D for proof of concept explorations.

Team Lead, Moss (UF IPPD Program), August 2016 - Present

- Lead an integrated engineering design team to create an end to end IoT solution providing indoor asset and people tracking to increase overall worker safety within the construction industry
- Served as product manager, UI/UX designer and front-end developer to ensure quality of deliverables that reflect client and end user goals

Mobile Apps Services Intern, UI Designer, Atmosphere Apps May 2015 - Present

- Created initial app designs based on strategic client goals and explored consumer needs through effective communication and iteration
- Lead a team of interns to create and implement marketing strategies and product positioning for Skywave.io – a SaaS product developed by Atmosphere Apps

Software Engineering Intern, Voalte May 2016 - August 2016

- Implemented UI changes and performed bug fixes on the IOS team using [Objective-C] to improve overall usability of Voalte's mHealth products
- Wrote iOS demo app to demonstrate libVoalte framework for third party developers to aid in the process of new strategic partnership acquisition
- Evaluated Voalte Platform's UI/UX and pushed findings and standardization of design process to engineering and product management to streamline product development cycle

Projects

Tech Lead, Dogtective

- Lead a small team to develop an interactive storytelling game using Unity3D, Maya3D and followed a waterfall methodology

Scrum Master, CityLifestyle, Human Computer Interaction

- Serve as the scrum master for a small team that practiced iterative design for best HCI practices

Involvement/Affiliations

Undergraduate Researcher, LearnDialogue Research Lab UF September 2016 - May 2017

- A member on the research effort that focuses on how narrative based gaming experience and artificial intelligent systems can support human learning across educational context

Webmaster, Institute of Industrial System Engineers September 2016 - May 2017

- Architected, designed and created the South Eastern Region Conference website for IISE

Computer Literacy Skills/Language Proficiencies

- Languages: Fluent in Chinese Mandarin, Fuzhounese dialect and Cantonese (Conversational)
- Software and programming languages:
 - *Unity3D, Sketch, Adobe Photoshop, inVision Prototype, Processing.org, Framer*
 - Working knowledge with JAVA, Objective-C, C++, HTML, CSS and JavaScript