

# Xiaoxi Zheng

Translator of complex problems and curator of intuitive experiences

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## EXPERIENCE AND ACHIEVEMENTS

### GE, San Ramon — *UX interaction Designer*

July 2017 - PRESENT

Designed data-driven UI components on top of Predix.io to automate workflow in oil & gas production, increasing oil production efficiency by 300%.

Initiated cross team collaboration to develop a front-end search interface incorporating Natural Language Processing, improving search specificity and efficiency for clients, and receiving GE Impact Award for new product development.

### University of Florida, Gainesville, FL — *Undergraduate Researcher*

September 2016 - May 2017

Designed and developed an interactive block-based learning activity to enhance conceptual computer science learning in middle school classrooms.

Conducted data-driven research to assess the impact of demographic differences on learning outcomes in underprivileged student population

### Atmosphere Apps, Gainesville, FL — *Mobile Apps Services Intern*

May 2015 - Jan 2017

Created initial mobile app designs based on client proposals across the medical and educational industry, balancing end-user and business needs through effective communication and iteration

### Voalte, Sarasota, FL — *Software Engineering Intern*

May 2016 - August 2016

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

Evaluated Voalte Platform's UI/UX and presented findings to engineering and product management, leading to standardized and streamlined product development cycle

## EDUCATION

### University of Florida — Bachelor of Science of *Digital Arts & Sciences (Computer Science)*

June 2013 - May 2017

## SKILLS

Information Architecture

Rapid prototyping

Empathy Mapping

Sketch

Adobe Creative Suite

Framer Prototype

Unity3D

## PROJECTS

### Lomie

November 2017 - Current

A personal finance app aiming to encourage financial responsibility through behavioral analysis and positive reinforcement.

### Site Asset Tracking System

September 2016 - May 2017

An end to end IoT solution developed for Moss construction to ensure asset and worker safety while improving construction workflow efficiencies.

## AWARDS

GE Impact Award

## LANGUAGES

Java

C#

HTML/CSS/Javascript

Chinese Mandarin(Native)