

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
University of Florida, Gainesville, FL

Experience

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

- Designed data-driven design components on top of Predix.io in order to solve highly complex optimization problem in the oil & gas industry.
- Designed, iterated, and created rapid prototypes utilizing tools ranging from Sketch for static designs, Framer for micro-interactions to Unity3D for proof of concept explorations.
- Designed implemented innovative front-end search interface to integrate Natural Language Processing into new product development, receiving GE Impact Award.

Team Lead, Moss Construction with UF IPPD Program August 2016 – May 2017

- 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 and industry efficiency 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

Undergraduate Researcher, LearnDialogue Research Lab UF 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

Mobile Apps Services Intern, UX Designer, Atmosphere Apps May 2015 – May 2017

- Created initial mobile app designs based on strategic client proposals and balanced end-user needs with business goals 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

Computer Literacy Skills/Language Proficiencies

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