

# Zachary Yizhou Zeng

UX Designer • Coder

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## Experience

**Chengdu Jingjie Technology Co. Ltd** Jun 2015 - Jun 2017 | Chengdu, China

*Software Developer*

- Designed schema diagram to structure a database and developed it for storing information of weather using MySQL.
- Designed and developed front-end query system for pulling out data from database using HTML, CSS, Javascript, and MySQL.

**UESTC** July 2017 - Sep 2017 | Chengdu, China

*Lab Assistant, Extreme Network Computing and service Lab*

- Conducted research on Optimization on communications in graph processing (a message combination to reduce costs) based on Powergraph using supercomputer of National Supercomputing Center in Wuxi.

## Project

**Alexa Game | Situation Puzzle** Feb 2019

*UX Designer / Software Engineer*

- Design an Alexa Skill based on Situation Puzzle game mode. Created voice persons for both users and voice and conducted conversation design.
- Set up environment and code locally on Visual Studio Code with ASK(Alexa Skills Toolkit) using Javascript. Implemented NLP to extract important information of conversations used for proper reply. Deploy the Alexa Skill to Alexa Developer Console with AWS for testing.

**Quepsule: 2019 CHI Student Competition** Oct 2018 - Jan 2019

*UX Designer / AR developer*

- Designing Quepsule, a mobile app that helps people express emotion and improve the empathy of community.
- Conducted a survey to get the problem and users' need. Used Affinity Walls, storyboarding, personas and other UX research method to gradually build the structure of the product.
- Using Unity to build a high-fi prototype with AR function.

**Improvement of Course Management for ART 2.0** Sep 2018 - Dec 2018

*UX Researcher*

- Conducted interviews with register offices of different schools to explore the chaos of course management and decentralized process within each school.
- Did literature review to explore the background information and built Affinity Wall to find out relationship among data collected from interviews.

**NEST | Apartment Finder** Sep 2018 - Dec 2018

*UX Designer*

- Designed Nest, a mobile app that allows users to easily find out their most suitable apartments and roommates to live with.
- Conducted competitive analysis, storyboarding and sketch to identify Nest's features and interactions. Used paper prototype for fast iterative prototyping and finally use Adobe XD to create a high-fidelity prototype.

## Education

**University of Michigan, Ann Arbor**

School of Information

*Master of Science in Information*

HCI/UX Design and Research track

Graduation Date: Apr 2020 | GPA: 4.0/4.0

**Sun Yat-sen University**

*Bachelor of Engineering*

Software Engineering

Graduation Date: July 2018 | GPA: 3.9/4.0

## Skills

### Programming

C++/C  
Python  
HTML/CSS/Javascript  
Java  
SQL

### Research

Contextual Inquiry  
Competitive Analysis  
Usability Testing  
Affinity Analysis  
Interviews  
Surveys

### Design

Wireframing  
Personas and Scenario  
Storyboarding  
Sketching  
Prototyping

## Tools

Adobe Photoshop  
Adobe Illustrator  
Adobe XD  
Android Studio  
MySQL  
Sublime  
Visual Studio  
Eclipse