

Yizhou Zeng

UX Designer · Engineer

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Experience

Tencent Interaction Designer Intern

May 2019 – Aug 2019 | Shenzhen, China

Working with AI department and Enterprise IT department of Tencent. Collaborating with visual designers and engineers to conduct interaction design of website redesign and mobile redesign.

Chengdu Jingjie Technology Co. Ltd Software Developer

Jun 2015 – Jun 2017 | Chengdu, China

Designed and developed front-end query system for pulling out data from database using HTML, CSS, Javascript and Servlet JSP.

Project

MENO | Mental Health App UX Designer / Engineer

Jan 2020 – present

Designed and developing a mental health app which is used for keep the connection between therapists and patients between appointments. Developing the application based on Reactjs.

Escort Hero | Action Game Game Designer / Game Developer

Oct 2019 – Dec 2019

Designed and developed a two-player action game. Using adobe photoshop, illustrator and Sketch designed the gameplay and visual element. Developed the game with Unity3D/C#.

Nest | Apartment Finder UX Designer

Sep 2018 – Dec 2018

Designed Nest, a mobile app that allows users to easily find out their most suitable apartments and roommates to live with.

Education

University of Michigan, Ann Arbor

Aug 2018 – Apr 2020 | Ann Arbor, MI

Master of Science in Information, HCI/ UX Design

Sun Yat-sen University

Sep 2014 – July 2018 | Guangzhou, China

Bachelor of Engineering, Software Engineering

Skills

Interaction Design	Product Design	Design Research	
Adobe XD	Photoshop	Illustrator	Sketch
HTML / JS / CSS	Reactjs	Python	Django / SQL
Unity3D / C#	C++/C	Arduino	