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, Java, MySQL and CSS.

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

Online Resources Sharing Platform Website

Full-Stack Developer

- Designed a website that can share links and images and allow users to chat each other. Created wireframe and low-fidelity prototype using Adobe Photoshop and Sketch.
- Used HTML, CSS and Javascripts for front-end development and Eclipse as IDE. Used MySQL for back-end development and used JSP for connection between front-end and database.

Quepsule: 2019 CHI Student Competition

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

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

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

Master of Science in Information

HCI/UX Design and Research track

Aug 2018 - Present, MI

Sun Yat-sen University

Bachelor of Engineering

Software Engieering

Aug 2014 - July 2018, China | 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