Anna Zhang

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EDUCATION

Brown University | Providence, RI

Expected May 2024

Master of Science in Computer Science

• GPA: 4.00/4.00

Boston University | Boston, MA

Sep 2018 - May 2022

Bachelor of Arts in Computer Science, Minor in Visual Arts, Cum Laude

• GPA: 3.80/4.00

· Kilachand Honors College

SKILLS

Product Design: User Research, Wireframes, Prototyping, User flows, A/B Testing, Style guides & Component library *Programming*: SQL (BigQuery, PostgreSQL), Python (Pandas, Numpy, Scipy, Scikit-learn), Javascript, HTML, CSS

Tools: Figma, InDesign, Tableau, LaTex, Github, Excel, Google Analytics

Languages: Mandarin, English, Korean

WORK EXPERIENCE

Earthly | England and Wales, Remote

Martech Project Manager Intern - Global Marketing Team

May 2023 - Present

- Created project plans and timelines in **Jira** by meeting separately with marketing and engineering teams and resolving marketing desires with engineering ability in the most expedient way possible
- · Created and currently maintain outcome roadmap and spring board in Notion for engineering and marketing teams
- Interviewed end-users to identify gaps in the customer experience, then redesigned the product to close those gaps
- · Created user pain points, user persona, user journey map, and prototype for the new marketplace website
- Redesigned and developed marketplace website to improve conversion with Figma and HTML/CSS improving conversion by 42%

Brown University | Providence, RI

UI / UX Assistant Sep 2022 – Present

- · Design user interactions and design system for courses web page with Brown's Digital Learning & Design team
- Perform user research to identify usability problems for current course websites and propose design solutions based on the result
- Develop python script to scrape and analyze course evaluation data for Course Development team, then visualize the result in **Jupyter Notebook** and **Tableau**
- Collaborate with instructors to create engaging learning experience with Canvas, Gradescope, and Ed

Head Teaching Assistant

Feb 2023 – May 2023

- Designed and developed course website with **Figma** and **Javascript** where students can download homework and lab assignments, view course calendar, access syllabus, and receive weekly updates from course instructors
- Managed 200 weekly student assignments by delegating grading to course assistants, evaluating submissions and providing feedback, and assuming accountability for the timely release of results

Student Web Designer & Developer

Nov 2022 – May 2023

- Designed and developed a web application to visualize lobbying data in the U.S for Climate and Development lab with Figma and Typescript
- Led weekly check-in meetings with back-end engineers, researchers, and professors to engage all stakeholders
- Created milestones and implemented project roadmaps for team of 10

PROJECTS

Took App

Fall 2022

- Collaborated with a cross-functional team to redesigned an English learning app for a startup to boost app popularity
- Conducted user research and constructed a user journey map to identify pain points and potential optimization points
- Refined the signup experience and recommendation algorithm of the app via multiple iterations based on user feedback

Big Data Processing

Spring 2021

- Collaborated with 4 teammates to analyze Boston voting patterns for an article in the Boston Banner newspaper
- Utilized **Python** data processing packages, heatmap techniques and **Tableau** to analyze and visualize 20 voting datasets to predict Michelle Wu as Boston's 2021 mayor.