WEI ZHAO
PHD STUDENT @ UNIMELB

Email: wzhao10@student.unimelb.edu.au
Contact Number: +61 410318121
https://www.linkedin.com/in/wei-zhao-82a17a101/

EXPERIENCE

Demonstrator / Tutor

The University of Melbourne, Aug. 2020 - Now

I am tutoring subject INFO90004 and tutored INFO90006 for last semester. I am mainly in charge of facilitating online tutorials via Zoom, managing group projects, and marking students' assignments and exam papers. Particularly had experience

Research Assistant

The University of Melbourne, Aug. 2020 - Jan. 2021

I was part of a research team that is investigating the use of technologies for enabling social connections and communications for older adults. My main duties included preparing interview questions, conducting literature review, organising interviews, and quantitative & qualitative data analysis.

UX/UI Design Intern

LitFitness, Mar. 2020 - Jun. 2020

I was involved in the design and development process of LitFitness, a fitness mobile app. I was mainly responsible for competitor research and analysis, product function design, UI interface design and product logic optimisation. My product deliveries included competitor analysis report and UI design proposal.

PROJECTS

VR in Aged Care

Master's Graduation Projects, Aug. 2019 - Jun. 2020

The projects were about exploring the challenges of introducing virtual reality technology to residential aged care comes. The research methods included an analysis of video recordings and thematic analysis of semi-structured interviews. The outcome has been accepted for publication at OzCHI 2020.

Ubimusey

Novel Music Interface Design, Mar. 2020 - Jun. 2020

We worked as a team to design an Arduino-based portable music creation glove device. I was in charge of the literature research, conceptualisation, low-fidelity sketching, and iterative design of the high-fidelity prototype. I was also responsible for the design and implementation of product.

Perfect Bells

Fieldwork Research & Design, Jul. 2019 - Nov. 2019

We aimed to understand the needs of Grainger Museum visitors, identify factors that can influence their experience and design a digital solution through fieldwork methods. I was responsible for conducting semi-structured interviews, analysing interview and observation data through affinity mapping, designing personas and scenarios, designing sketch and creating low-fidelity prototype.

EDUCATION

University of Melbourne, PhD

Doctor of Philosophy - Engineering and IT, Jan. 2021 - Now

Topic: Designing for social engagement in aged care

University of Melbourne, Master's Degree

IT (HCI Specialisation), Jul. 2018 - Jul. 2020

Core Subjects: Evaluating the User Experience, Fieldwork

Sun Yat-sen University, Bachelor's Degree

Public Relations, Aug. 2014 - Jun. 2018

Core Subjects: Social Psychology, Digital Media Technology, Social Research Methods, Big Data Analysis, Visual Cultural Studies (2016-2017 Outstanding Student Scholarship)

UX SKILLS

- Usability testing (heuristic evaluation, cognitive walkthrough, A/B testing)
- User personas, scenarios and storyboarding
- Wireframing and rapid prototyping
- Research methods (questionnaires, interviews, observations, diaries)
- Data analysis methods (thematic analysis, affinity mapping)
- User interface design
- Front-end web development
- Hand-drawn sketches

TOOLS

- Sketch & Adobe XD
- Adobe Illustrator, Adobe Photoshop
- Microsoft Office Suite
- HTML, CSS, Javascript, Node.js, Express
- JAVA, MySQL, Android Studio

OTHER SKILLS

- Academic writing
- Image production and video editing (Adobe PR)
- Interpersonal communication
- Competitive research and analysis
- Market Research
- Professional English skills (IELTS Band 8.0)