jan**zheng**

I aspire to create immersive, memorable, and delightful experiences, through user-centered design and iterative prototyping.

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SKILLS

SERVICES
Code Development
Core Concept Development
Information Architecture
Interaction Design
Service & Strategy Design
User Research

CAPABILITIES
Customer Journey Visualization
Mobile Interface Design
Paper & Interactive Prototypes
Persona & Scenarios
Requirements Gathering
Responsive Web Design
Service Blueprint Design
Site Map & Architecture Design
Sketching & Storyboarding
Stakeholder Workshops
Usability Testing
User Journey & Flow Design
Website & App, Design + Dev
Wireframes & Flow Diagrams

TOOLS

CODE
HTML, CSS, SASS
JS + JQuery
Actionscript 3
Processing, Max/MSP
PHP, Ruby
C#, C++, Java

DESIGN
Axure, Balsamiq
Adobe Creative Suite 6
Microsoft Office

GAME DEVELOPMENT
GameBryo Engine
ScaleForm GFx 3
WWise Sound Engine

SOUND DESIGN
Ableton Live
Propellerhead Reason

JUL 2012 +

nurun
Senior User Experience Architect | Atlanta | Atlanta, GA
(In addition to similar responsibilities at Moxie)
» Implemented an alternate responsive design project workflow & development lifecycle
» Developed Interactive and responsive web app prototypes
» Elicited and gather project and client requirements through client meetings
» Nespresso, Assurant, Manheim, The Home Depot, General Electric, Peak10, Disney

OCT 2010 – JUL 2012

Moxie
User Experience Architect | Atlanta Headquarters | Atlanta, GA
» Established requirements and functionality through wireframes and documentation.
» Explored design concepts through wireframes, paper, and functional prototypes.
» Designed sitemaps, userflow, and wireframes to illustrate interactivity.
» Participated in campaign concepting and strategy and supported new business pitches.
» Client projects include:
   » **Cartoon Network Mobile**: Lead IA, interaction design, prototype development
   » **Coca Cola Live Positively**: Information architecture, interaction design, QA
   » **Pennington Seed**: Information architecture, interaction design
   » **Pennington Seed Facebook Contest**: Information architecture & FB campaign design
   » **Verizon Wireless**: Shopping path, campaigns, microsites, mobile, holiday sales & sponsorship campaigns, in-store displays & others: Information architecture, interaction design
   » Other clients: BBC America, L'Oreal/Garnier, Autotrader, AMDRO, Nestea

MAY–AUG 2008

Microsoft
Program Manager Intern | Visual Studio Team Foundation Server | Raleigh, NC
» Managed an intern-developed shell extension feature for Team Foundation Server.
» Designed, pitched, researched and wireframed a real-time collaboration coding feature.

MAY–AUG 2007

University of Southern California
Research Intern | Integrated Media Systems Center | Los Angeles, CA
» Created compelling real-time MIDI pattern generators and other sound tools in Max/MSP.

EDUCATION

AUG 2009 – AUG 2010

Carnegie Mellon University
Masters in Human–Computer Interaction | GPA: 3.79

First Responder
Technical Lead, Interface Designer, User Researcher | General Dynamics Viz | Pittsburgh, PA
Project aimed at creating a real-time, unified collaboration and visualization tool for emergency response personnel and 911 response centers.
» Performed user research, including methods such as interviews, contextual inquiries, directed storytelling with emergency personnel across all disciplines.
» Developed ethnographic research material used to understand workflow and culture.
» Designed and developed wireframes and rapid, iterative prototypes of collaboration tool, and designed and built webservice connecting our web app to GD's system.

PG Connect
Service Designer, User Researcher, Research Analyst | Pittsburgh Post-Gazette | Pittsburgh, PA
A Service Design project aimed at engaging and increasing readership for the largest Pittsburgh newspaper, the Pittsburgh Post-Gazette.
» Developed ethnographic user research tools and performed contextual research to explore and understand how locals consume news in various forms.
» Sythesized, modeled and visualized user research data using various methods.
» Developed conceptual models and visualizations to make sense of research data.

2004–2009

University of Maryland, Baltimore County
B.S. in Computer Science; Game Development Track; minor in psychology | GPA: 3.45

• Fluent in English, Swedish, and Mandarin   • U.S. & Swedish (E.U.) Citizen   • Willing to relocate