Haoran Zhang

UX/UI Designer

Contact

www.haoranzh.com

513-570-3636

horanzh@gmail.com

Dribbble | HaoranZhang

Skills

UX Design

UI/Visual Design

Prototyping

UX Research

Illustration

Video Editing

3D Modeling & Animation

AR/VR Design & Development

App Development

Programming in HTML, CSS, PHP, JavaScript, jQuery, C, Swift

Toolkit

Adobe CC

Affinity Designer

Figma

Sketch

InVision

Miro

Maya

Xcode

Unity

Language

Fluent in English

Native in Chinese

Education

Master of Fine Arts in Interactive Media
University of Miami, August, 2019-May, 2021(Expected)
GPA: 3.87/4.00 | Honor: Graduate Stipend Award

Bachelor of Arts in Interactive Media Studies
Miami University-Oxford, August, 2015-May, 2019
Major GPA: 3.74/4.00 | Honor: Dean's list

Internship Experience

UI/UX Designer | Pomegranate Education & Technology (Tianjin)
Tianjin, China | November, 2019-Present

- Participate in product research and product conception. Understand user's problems, needs, and goals.
- Participate in design, use Adobe XD to do web design and App design.
- Propose improvement suggestions and promote the implementation of the design, and upgrade according to the product life cycle to improve the overall user experience.

UI/UX Designer | Shenyang Brilliant Elevator
Shenyang, China | June, 2018-August, 2018

- Maintain companies' applications, add, delete, modify, and resolve existing problems.
- Use Adobe XD to design a quotation platform, which has improved the operation by 30%.
- Update and optimize products to improve user experience.

Project Experience

UI/UX Designer / Graduate Assistant | NERDLab, University of Miami
Miami, Florida | January, 2020-Present

Know Your Grove (App)
- Conduct market research on local residents, identify target customers.
- Participate in interaction design discussions, confirm design goals.
- Use Adobe XD to design App and web pages. Propose improvement strategies base on user feedback.

Moonlight Flight (Mobile game)
- Communicate with PM about game ideas and requirements.
- Use Adobe Illustrator for the scene design and interface design base on the description.
- Find the problems and deficiencies of the product, upgrade the product to improve user experience.

Unsavory （Restaurant simulation mobile game)
- Understand product requirements, and use Adobe XD to design the game interface.
- Follow up the realization of the design in the product and focus on further refinement.