Lezhong Li

User Experience Designer

I believe design is to define problems, explore ideas, collect feedback, validate solutions, and create delighted experience.

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SKILLS

Affinity Diagram
Contextual Inquiry
Heuristic Evaluation
Information Architecture
Information Visualization
Interaction Design
Personas & Scenarios
Prototyping
Storyboarding
Survery & Analysis
User Testing
Wireframing

TOOLS

Sketch
Illustraton
InDesign
Photoshop
Axure
Balsamiq
D3
HTML / CSS
Angular.js

RESEARCH INTEREST

Information Visualization
Ubiquitous Computing
Personal Informatics
Crowdsourcing

EDUCATION

University of Michigan School of Information
Master of Science in Information, Human-Computer Interaction
2011- 2013
Ann Arbor, MI

Beihang University College of Software
Bachelor of Engineering in Software Engineering
2007 - 2011
Beijing, China

WORK EXPERIENCE

User Experience Designer at TOTVS Labs
Designed information architecture, data flow, user flow, sketches, prototypes for Fluig Data, a master data management platform.

Designed features for web app Fluig Identity, mobile app SmartContacts, and prototypes for several concept designs.
2013- Present
Mountain View,CA

Web Designer at UM Health System
Designed wireframes, prototypes, and developed the web app for a health research project using C#, Javascript, SQL.
2007 - 2011
Ann Arbor, MI

User Experience Design Intern at Hobsons
Designed wireframes and prototypes for the enhancement of AgileGrad and Connect CRM
2007 - 2011
Cincinnati, OH

HCI Research Intern at Institute of Software Chinese Academy of Science
Designed and assisted in implementing interactive storytelling application, conducted research and user testings.
2006 - 2007
Beijing, China

PROJECT EXPERIENCE

Wisepolis - Q&A web app

Working on the design of a Q&A based responsive web app in finance industry. Conduct user research and assist in front end implementation.

XPress - CHI 2013 poster presentation

User centered design on crowdsourcing native speakers to learn colloquial expressions in a second language. CHI 2013 Student Design Competition finalist.

DocuWorld - mobile video app

Designed a mobile app for recommending documentary videos based on length, popularity, and recent events.

iShop - mobile social shopping app

Designed a mobile app to provide product recommendations, targeted discounts, and social reviews based on shopping list.

GlobalLens - Information Visualization

Designed and implemented GlobalLens to visualize multiple world bank datasets with the synchronized map view and chart view

System Evaluation - Usability Study

Conducted usability research on University of Michigan Department of Psychology website in group format.