

## janzheng.com

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#### Services

Content Strategy
Information Architecture
Interaction Design
Rapid Prototyping
Service Design
User Experience Strategy
Usability Testing
User Research
Web Design
Wireframes

#### Web Tech

HTML5 & SCSS
Responsive Design
Bootstrap, Foundation
Node, Angular, Meteor
WordPress

#### **Design Tools**

Axure, Sketch Adobe Creative Suite Pen & Paper!

### Other

Fluent in Swedish & Mandarin Dual citizen (U.S. & Sweden) Willing to relocate

# Experience designer

I design and build functional, useful, and meaningful experiences.

# Ubiquiti Networks

User Experience Architect / Designer / Developer Atlanta, GA 2014 – 2016

- » Designed and built a support-centric community social network for Ubiquiti's users, inspired by community forums, StackExchange, and Instagram.
- » Business logic, requirements, wireframes, prototypes, and developed a custom SASS-based responsive front-end framework and built features with angular.js.

#### nurun 🖳

Senior User Experience Architect Atlanta, GA 2012 – 2014

- » Led and defined the user experience process across all digital projects: guided requirements and content strategy, created user flows, wireframes, interactive protototypes, and worked with developers and designers to bring our vision to life. I also developed a responsive prototyping framework for presenting creative comps and interactive prototypes.
- » Clients: Nespresso, Auto Trader, Assurant, Beazer Homes, Gas South, Manheim, The Home Depot, GE Energy, Disney, Peak10, and Tenzing

## Moxie

User Experience Architect Atlanta, GA 2010 – 2012

- » Designed and developed mobile and web apps, including the Verizon Wireless web and mobile store checkout flow, Cartoon Network mobile, Coca-Cola Live Positively, and Garnierusa.com. I also supported campaign strategy, business pitches, and discovery endeavors and information architecture work.
- » Clients: Cartoon Network, Coca-Cola, Verizon Wireless, Pennington Seed, BBC America's Dr. Who launch, L'Oreal & Garnier, Autotrader, AMDRO, Nestea

## Carnegie Mellon University

Masters in Human–Computer Interaction Pittsburgh, PA 2009 – 2010

#### General Dynamics Viz

Technical Lead, Interface Designer, User Researcher Pittsburgh, PA

» First Responder Capstone Project. Researched and prototyped a real-time, unified, collaboration tool for organizing and planning emergency response personnel. Ethnographic user research to understand Pittsburgh emergency response culture and workflow and developed web service and interface for prototype web app.

## Pittsburgh Post-Gazette

Service Design Pittsburgh, PA

» A service design project aimed at engaging readers and increasing readership for the Pittsburgh Post-Gazette. My team developed ethnographic user research tools and performed contextual research to explore and understand how and why locals consume news. We prototyped a portal that connected readers to local reporters for hyper-local news, community engagement, local government, and activism.

## Microsoft

Program Manager Intern | Visual Studio Team Foundation Server Raleigh, NC 2008

» Managed and produced an intern-developed shell extension feature for the Visual Studio Team Foundation Server team to provide features similar to those found in Tortoise SVN.

### University of Maryland, Baltimore County

B.S. in Computer Science & Game Development, Psychology minor 2008 – 2009

Find out more at **ian**zheng.com