Jenny Zhang

education Cornell University • B.A Information Science

2020 - 2024 · User Experience Concentration, Game Design minor

Relevant Coursework: Digital Product Design, Web Design and Programming, Teams and Technology, Communication and Technology, Human-Computer Interaction Design, Game Design, Qualitative User Research and Design Methods

experience

Cornell Design & Tech Initiative • Product Designer

Sep 2021 - Present

Designed and launched products for community impact on cross-functional teams.

AABIX • Product Designer

May 2022 - Present

Spearheaded visual re-design for the user dashboard of a prop-tech startup. Designed new features based on customer feedback.

Communications and Collaborative Tech Lab • Research Assistant

Jan 2023 - Present

Researched use of virtual voice agents in different digital applications. Created user research protocol, conducted experimental trials, and analyzed findings.

projects

Zing • Product Designer

Sep 2022 - Present

Designed data visualization feature for platform used by Cornell administrators to create diverse student groups. Conducted user research and actualized findings.

ClubView • Product Designer

Oct 2021 - May 2022

Designed editing interface and individual page view for a student organization database platform. Created accessible design system and handoff documentation.

Lunar Haze • Game, UX Designer

Jan 2023 - Present

Designed UI components and UX for gameplay of desktop game. Created design system and developed handoff documentation and component specifications.

CoachEra • Product Designer, Front-End Developer

Oct 2021 - May 2022

Designed and developed updated user dashboard and graphics for an AI-chatbot app implemented in research study using React. Designed and implemented corresponding website using HTML and JS.

TransportX • Product Designer

March 2023

Designed mobile platform for small Indian farmers to transport produce. Won 'Most Market Ready' at the Cornell Digital Agriculture Hackathon.