

ZHENNAN ZHOU

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EDUCATION

University of Washington

Bachelor of Science: Computer Science

Cumulative GPA: 3.88/4.00

Annual Dean's List: 3 consecutive years

Expected Graduation Date: June 2021

📅 2017 – Present

📍 Seattle, WA

Selected Courses: HCI Capstone | Software Design and Implementation | Data Structures and Parallelism | Hardware & Software Interfaces | Foundation of Computing I, II

Courses in Progress: Database, Security, Creative Design.

RESEARCH & EXPERIENCE

Human-Centered Design Engineering Department

Undergraduate Research Assistant

📅 2020.06-Present

📍 Seattle, WA

- Analyze user research results and draft subsequent influence and implications of additional contextual information on users' assessment of the content's trustworthiness (*In-Progress*)
- Brainstormed and designed contextual information cue cards on Twitter accounts using participatory design methods and value-sensitive design.
- Drafted user research interview protocols, structured and conducted participants screening over 40 participants. Prepared interviews, queries, and map participants' data using **Twitter API** and **JavaScript**.

UWCSE HCI Capstone 2020 (*Best Design Award*)

📅 2020.03-2020.06

📍 Seattle, WA

- Took on a leadership role in app's visual design and iterations, designed and drafted the code specifications, design architectures and UI and animation codebase using React, CSS, and JavaScript, following MVC pattern, which allowed the team to complete the project at a high level of quality.
- Conducted and analyzed various user research in fostering virtual connections among UW students, using the AEIOU framework, participatory design method, surveys, and affinity diagrams.

Miidii Tech

Software Engineer Intern

📅 2019.07-2019.09

📍 Hangzhou, China

- Designed and programmed **Focus** feature, through user research, prototyping, usability testing, on **OffScreen**, an iOS-featured health-focused app. Built the user interfaces and core functionality with **Swift** and **UIKit**.
- Remodeled and engineered **accessibility** enhancements and richer user interfaces by adding more shortcuts details on **Sharecuts(iOS)**, the leading shortcuts community on iOS, using **AsyncDisplayKit**, **Realm** and **Swift**. Improved app's accessibility support by 50%.

HUAVoice, UW Student Publication Department

Technical Lead (2018-2019), Podcaster

📅 2017.09-Present

📍 Seattle, WA

- Host weekly podcasts regarding technology, culture, and their combined influence with 1000+ weekly audience.
- Led boot camp training to new podcasters and conducted various technical support.

PROJECTS

Ahead (Task management App, iOS) 🍏

Feb 2020 - Present

- Take on a leadership role in a team of 3 people. Coordinate and maintain project progress and facilitate effective cooperation, mutual feedback, and communication among team members.
- Conducted user research, usability testing, and feedback analysis that drives the App's **user experience**, **user flows**, and **features** design.
- Designed and developed user interfaces, data model, and user interactions by applying principles in **human-computer interactions** and using **Swift**, **UIKit**, **Cocoa Touch** and **CoreData**.

UW Campus Map(Course Project, Java)

Jan 2020 - Mar 2020

- Implemented **Dijkstra's Algorithm** to identify the shortest path and used **OpenCsv** API to map data sets to **Java Bean**.
- Applied MVC design pattern, callback and listener to provide a clear and separate logic and decrease coupling to maximize code reusability.
- Designed and programmed Campus Map server using **Spark Java** as well as an interactive Web app with **React** to allow users to click on the map to choose buildings and find the shortest path between them in the UW campus.

ProCabulary (HCI Course Project) 🍷

Jan 2020 - Mar 2020

- Performed task analysis, usability testing, participatory design and heuristic evaluation to adjust the design for target users.
- Utilized storyboards and sketches to convey design ideas and transformed sketches to digital prototypes using **Figma**.
- Applied fundamental HCI practices to find design insights in a team of 4.

SKILLS

- **Programming:** Java, Swift, JavaScript, HTML/CSS, SQL, R, MATLAB, \LaTeX , C
- **Framework:** UIKit, Cocoa Touch, React, React Native, Realm(Swift), Hero(Swift), PromiseKit(Swift), Texture(Swift)
- **Software Tools:** Xcode | IntelliJ IDEA | Human Computer Interaction, Design, Prototyping and Evaluation | Git | Figma | Adobe XD | Unix Command Line | Final Cut Pro | Adobe Audition | Adobe Lightroom
- **Language:** Native in Chinese, Fluent in English, Intermediate in Japanese(2nd year)