Zhennan Zhou

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EDUCATION

University of Washington
Seattle, WA

Bachelor of Science in Computer Science
Sept. 2017 – June 2021

- Cumulative GPA: 3.89/4.0 | Annual Dean's List for 3 consecutive years
- Selected Courses: HCI Capstone | Data Structures and Parallelism | Software Design and Implementation | Database Management | Computer Security | Intro to HCI | Foundation of Computing I, II | Hardware & Software Interfaces
- Courses In Progress: Design and Analysis of Algorithm, Interaction Programming

RESEARCH & EXPERIENCE

Information and Communication Technology for Development Lab (UWCSE)
Jan. 2021 - Present

Undergraduate Research Assistant (Supervised by Prof. Kurtis Heimerl and PhD Esther Jang)
Seattle, WA

- Improve the community cellular network conditions for populations in low-income regions in local Seattle area.
- Design and develop the network ticketing system to enhance the processing efficiency for both local residents and equipment installation process.

Human-Centered Design & Engineering Research Group (emCOMP Lab)
June 2020 – Jan. 2021

Undergraduate Research Assistant (Supervised by Prof. Kate Starbird and PhD Himanshu Zade)
Seattle, WA

- Compose the implications of contextual information on users' behaviors of re-posting the contents. (***In-Progress***)
- Analyze user research data quantitatively and qualitatively using affinity diagram, coding and data visualization.
- Drafted user research interview protocols, structured and conducted participants screening over 40 participants.
- Prepared interviews, queries, and mapped participants' data using Twitter API and R.

Miidii Tech
July 2019 – Sept 2019

Software Engineer Intern
Hangzhou, China

- Collaborated in a cross-functional team on reducing people's addiction on smartphone on the iOS platform.
- Designed and programmed *Focus* function, on OffScreen, iOS-featured health app, through user research, prototyping and usability testing. Built the user interfaces and core functions with Swift and UIKit.
- Remodeled and re-engineered accessibility supports and shortcuts info 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%.

PROJECTS

Ahead (Task management App, iOS)
Feb 2020 – Present

- Serve as a project lead in a team of 3 people. Coordinate and maintain project progress with Agile framework and version control and facilitate effective cooperation, mutual feedback, and communication among team members.
- Designed and developed user interfaces, data model, and user interactions by applying key principles in human-computer interactions and using Swift, UIKit, Cocoa Touch and CoreData.
- Conducted user research, usability testing, and feedback analysis that drives the App's user experience, user flows, and features design on Adobe XD. App reached 1000+ Monthly Active Users (MAU) worldwide.

UWCSE HCI Capstone 2020 (*Best Design Award*)
Mar 2020 – June 2020

- Led app's visual design and iterations, design and draft the code specifications, design architectures and UI and animation codebase using React, CSS, and JavaScript, following MVC pattern.
- Conducted and analyzed various user research in fostering virtual connections among UW students, using the AEIOU framework, participatory design method, surveys, and affinity diagrams.

TECHNICAL SKILLS

Languages: Java, Swift, JavaScript, Python, HTML/CSS, SQL, SQL++, C, R
Frameworks: UIKit, Cocoa Touch, React, React Native, RealmSwift, Hero, Alamofire, Apache Spark, Map/Reduce
Developer Tools: Xcode, IntelliJ IDEA, Git, Figma, Adobe XD, MATLAB, Unix Command Line, Adobe Audition, Adobe Lightroom, Human Computer Interaction, Design, Prototyping and Evaluation
Languages: Native in Chinese, Fluent in English, Intermediate in Japanese(2nd year)