

Zhennan Zhou

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EDUCATION

University of Washington

Seattle, WA

Bachelor of Science in Computer Science

Sept. 2017 – June 2021

- Cumulative GPA: 3.90/4.0 | Annual Dean's List for 3 consecutive years
- Selected Courses: Advanced HCI | Interaction Programming | Software Design and Implementation | Design and Analysis of Algorithm | Data Management | Computer Networks | Software Engineering

RESEARCH & WORK EXPERIENCE

Undergraduate Researcher

Jan. 2021 - Present

ICTD Lab (Seattle Community Cellular Network, 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.
- Lead the development of the multi-functional, human-centered tools for community engagement in python.
- Lead the app development effort for the network measurement and data collection tool on Android.
- Enhance and streamline the community donation integration (front-end and back-end) with Stripe APIs.

Undergraduate Research Assistant

June 2020 – Jan. 2021

emCOMP Lab (Supervised by Prof. Kate Starbird and PhD Himanshu Zade)

Seattle, WA

- Analyzed 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 and conducted user interviews, queries, and mapped participants' data using Twitter API and R.

Software Engineer Intern

July 2019 – Sept 2019

Miidii Tech

Hangzhou, China

- Collaborated in a cross-functional team to reducing people's addiction on smartphone on the iOS platform.
- Designed and programmed *Focus* function, on OffScreen, an 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 enrichment on Sharecuts(iOS), using Texture, Realm and Swift. Improved app's accessibility support by 50%.

SELECTED 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 version control and facilitate effective cooperation, and communication in the team following software engineering principles.
- Designed and developed user interfaces, data model, and user interactions by applying key principles in HCI and using Swift, UIKit, Cocoa Touch and CoreData.
- Conducted user research, usability testing, and feedback analysis that drives user experience and features design on Adobe XD. App reached 1000+ users 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 backend 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

Programming Languages: Java, Python, Swift, JavaScript, HTML/CSS, SQL, C, R

Frameworks: UIKit, Cocoa Touch, Flask, Android SDK, React, Apache Spark, Map/Reduce, RESTful API

Developer Tools: Xcode, IntelliJ IDEA, Android Studio, Git, Figma, 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)