

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: 2017-2018, 2018-2019, 2019-2020

Expected Graduation Date: June 2021

Intend for Master Program: Fall 2021

📅 2017 - Present

📍 Seattle, WA

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

Courses in Progress: Intro to Database, Security, Creative Design.

EXPERIENCE

Human-Centered Design Engineering Research Lab

Undergraduate Research Assistant

📅 2020.06-Present

📍 Seattle, WA

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

UWCSE HCI Capstone 2020 (*Best Design Award*)

📅 2020.03-2020.06

📍 Seattle, WA

- Conducted and analyzed various user research in fostering virtual connections among UW students, using the AEIOU framework, participatory design method, contextual inquiries, surveys, and affinity diagrams.
- Designed **Husky Mask Exchange** mobile app interfaces, user flows and user interactions. Continually iterated to high-fidelity prototype based on user feedback and usability testing results on Figma.
- Cooperated with a team of 4 people and constructed code specification, architectural design and then built the mobile app accordingly using **React Native**, **JavaScript**, **CSS** following MVC design pattern.

Miidii Tech

Software Engineer Intern

📅 2019.07-2019.09

📍 Hangzhou, China

- Designed and built **Focus** feature, through user research, prototyping, usability testing on **OffScreen**, an iOS App Store-featured health-focused app. Built the user interfaces and core functionality with **Swift** and **UIKit**.
- Implemented **accessibility** enhancements and enriched 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 Director, Podcaster

📅 2017.09-Present

📍 Seattle, WA

- Host weekly podcasts regarding technology, culture, and their combined influence with 1000+ weekly audience.
- Provide boot camp training for new podcasters and offer technical support to other podcasters.

PROJECTS

Ahead (Task management App, iOS) 🍏

Feb 2020 - Present

- Conducted user research, usability testing, and feedback analysis that drives the App's **user experience**, **user flows**, and **features design**.
- Design and develop user interfaces, back-end data model, and user interactions by applying principles in human-computer interactions and using **Swift**, **UIKit**, **Cocoa Touch** and **CoreData**.
- Act as a project leader in a team of 3 people. Organize and maintain project progress and facilitate effective cooperation, mutual feedback, and communication among team members.

UW Campus Map(Course Project, Java)

Jan 2020 - Mar 2020

- Individually 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 developed 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.

Chess Bots (Course Project)

Oct 2019 - Dec 2019

- Implemented several underlying, fundamental data structures, including **WorkLists**, **MinHeap**, **TrieMap**, **ChainingHashTable**, and **AVL Tree** used by the chess bot.
- Implemented fundamental and advanced search algorithms, including **AlphaBeta Pruning** both in sequential and parallel,
- Collaborate with the team member and organize repository on **GitHub**, including managing issues, resolving conflicts, and pull requests.

SKILLS

- **Programming:** Java, Swift, JavaScript, 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** | **MATLAB** | **Unix Command Line** | **Microsoft Office** | **Final Cut Pro** | **Adobe Audition** | **Apple iWork** | **Adobe Lightroom**
- **Language:** Native in Chinese, Fluent in English, Intermediate Japanese(2nd year)