Zhaoyi (Joy) Meng

joymeng@umich.edu | (734)-596-5633 | https://www.linkedin.com/in/joymeng-22t24/

EDUCATION BACKGROUND

University of Michigan School of Information, Ann Arbor, MI

April 2024

Master of Science in Information: User Experience Research and Design, GPA: 4.0/4.0

Shanghai University Department of Library, Information and Archives, Shanghai

July 2021

Bachelor of Archival Science, GPA 87.53/100, Rank 2/17 Honors: 2019-2020 First-Class Scholarship (top 3% of school)

WORK EXPERIENCE

UX Researcher & Consultant, U.S. Department of Agriculture, Remote

January 2023 - April 2023

- Diagramed the interaction map of ACIR to understand and communicate the flow and feature
- Conducted and synthesized 5 user interviews to reveal their current attitude, need, and pain point
- Facilitated brainstorming to generate the criteria abstracting 4 major aspects of ACIR for comparative analysis
- Customized a framework for ACIR leveraging Nielsen's 10 Heuristics to evaluate it as UX professionals
- Elaborated 5 tasks and conducted 6 usability tests, authored and reported the findings and recommendations

UX Researcher & Consultant, City of Lansing, Lansing, MI

March 2023

- Designed semi-structured interview and conducted 6 contextual inquiries in 2 days to gain qualitative data
- Define key issues and causes of record management, which were clustered via affinity notes from 19 interviews
- Co-authored a consulting report and presented it to the client, detailing the issues and potential solutions

Product Management Intern, NIO, Shanghai, China

April 2021 - June 2021

- Conducted internal UX research across 3 different departments via interviews and usability tests
- Demonstrated requirements with diagrams and prototypes for business platform transplant to Lark, generating internal design standard of message card based on synthesis of existed practice and Lark documentation
- Designed and developed internal vehicle reservation system (with no-code platform) to structure and automize
 the data flow, putting an end to gathering and managing data through repetitive calling and texting manually
- Ensured the feasibility and viability of projects with knowledge of agile development and interpersonal skills

Data Intern, Shanghai Library, Shanghai, China

July 2020 - August 2020

 Developed a script to automatically extract entities from genealogy text in classical Chinese using Python, reaching an accuracy of 99.48% for names, 88.66% for dates and 86.09% for locations, optimizing four-week manual work to ten-second automated algorithm

PROJECT EXPERIENCE

UX Design, Archery Community App GONG

September 2022 - December 2022

- Defined the product requirements via scenarios and personas based on 3 year of ethnography research
- Decided final design options using QOC and paper prototypes usability test with target users
- Created digital prototypes with Figma, designed features like customized keyboard input and one-step filter

Data Visualization, Basketball Shooting Form Analysis

December 2022

Tracked body position during basketball shooting with Python MediaPipe, visualizing joint angle change

Information Retrieval & Analysis, Social Media of Public Archives

November 2019

- Gathered public opinion via hundreds of questionnaires, analyzed the quantitative data to discover public need
- Conducted Delphi method to gain converged opinions from 8 archivists, reasoning and refining the need

ADDITIONAL INFORMATION

- Skills: Python, SQL, HTML, CSS, JavaScript, Figma
- **Publication**: Zhiyong YANG, Yuxin XIE, **Zhaoyi Meng**. Analysis of the Main Tasks and Future Prospects of China's Archival Development in the 14th Five-Year Plan Period: Analysis of the Text of the 14th Five-Year Plan for the Archival Development at the Provincial Level. Archives Science Study, 2022, 36(5): 20-27.
- **Activities:** 2019 personnel manager of university traditional archery club (won 3rd place in the 2019 *Shanghai College Student Sports Competition*), 2018 Art Volunteer at Shanghai Grand Theater (served for more than 50 hours)