ZIKANG (KHAN) ZHENG

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PROFESSIONAL EXPERIENCE

AIGC Product Manager, 11/2023 - 01/2024
Jieyue Xingchen – Beijing, China
- Conducted research in other competitor products and developed product strategy in the Large Language Model segment market.
- Created new features (e.g. story feature, AI ethical), analyzed target users and existing demand for LLM products, and wrote PRD documents.

Program Analyst, 01/2020 - 09/2023
The University of British Columbia – Vancouver, Canada
- Developed university meal plan, finance and housing systems using JQuery and PHP in Yii Framework
- Leveraged proficiency in Adobe Photoshop and Figma to coordinate UI/UX design on final product
- Utilized PL/SQL to manage Oracle database by building schema views, packages and Oracle form builder
- Built SSRS reports to support finance and accounting operations; troubleshot malfunctions in systems and programs
- Performed regression and system-level testing to verify software quality and function prior to release
- Applied problem-solving skills to support university students and campus partners with resolving IT issues

Information Technician, 09/2019 - 12/2019
Pythian – Ottawa, Canada
- Provided hardware and software support using customer ticketing systems including JIRA, JIRA Service Desk and Slack
- Developed company's internal website using multiple tools including Confluence, JavaScript, HTML and CSS
- Delivered customer assistance regarding hardware and software malfunctions, successfully maintaining high satisfaction ratings

EDUCATION

Master of Engineer Design and Innovation, 01/2024
National University of Singapore - Singapore Expected graduation date: 12/2024
Bachelor of Science: Mathematical Science, 05/2021
University of British Columbia – Vancouver, Canada
- **Academic Accolades**: Outstanding International Student Award (2016); Faculty of Science International Student Scholarship (2017); Go Global Structured Undergraduate Research Award (2019); International Research Experience Program (IREP) Scholarship (2019)
- **Relevant Courses**: Computer Graphics **(100%)**; Foundation Studio: Approaches to Media **(97%)**; Introduction to Relational Databases **(91%)**; Introduction to Human Computer Interaction Methods **(86%)**; Machine Learning & Data Mining **(80%)**; Computer Hardware & Operating Systems **(88%)**; Introduction to Artificial Intelligence **(80%)**; Foundation Studio: Digital Media **(82%)**

Transferred: Urban Design, 07/2016
Beijing University of Civil Engineering & Architecture – Beijing, China

RESEARCH EXPERIENCE

Project Happraisal | **UBC SPIN Lab**, 03/2023 - 09/2023
- Designed Figma prototype for the WearOS application interface, and designed IOT robot prototype. Implemented Python Websocket server and data processing and data mining. Designed the circuit Arduino ESP32 robot and Implemented code in Arduino IDE. Participate in research regarding haptic technology and emotional release therapy.

UBC Track & Field, 04/2020 to 12/2020
- Recorded results from Canadian high school and university track and field competitions; built analytical tool to examine data and generate insights to provide advantage to UBC Thunderbirds coach in scouting student-athletes

Visual Graph Comparison | **Supervisor: Professor Kuijper**, 05/2019 to 12/2019
- Conducted research into factors influencing perception of differences between graphs; used screen-capturing technologies and thinking-aloud protocols paired with qualitative content analysis to identify several contributing factors including edge crossings, shape and symmetry based on research participant observations
- Analyzed participants' comments and identified methods to improve research methodologies; determined 8 influencing factors of graphical perception: symmetry, shape, edge crossing, density, white space, number of layers, groups and arrowheads

PROJECT EXPERIENCE

Third Person game COVID-Omega | **BC Game Jam 2022 (MAP, Audio/SFX & UI Developer)**, 09/2022
- Collaborated with team of 7 competition participants to ideate, develop and launch pandemic-style game titled *Covid-Omega*
- Utilized Unity and Unreal Engine to design game map and user interface; employed SFX for audio implementation and developed C# scripts for game's blueprint
- *Project Link: https://vent0s.itch.io/covid-omega*

Hi.re Project | **UQ Virtual Hackathon**, 07/2020
- Led team at The University of Queensland's UQ Virtual Hackathon to build project using JavaScript, React, HTML & CSS

CERTIFICATIONS

Google UX Design Professional Certificate | *Google*
Business Strategy Specialization Certificate | *University of Virginia*
Introduction to Marketing Certificate | *Wharton School of the University of Pennsylvania*
Successful Negotiation: Essential Strategies & Skills Certificate | *University of Michigan*
Conflict Management Specialization Certificate | *University of California, Irvine*
Green Economy & Trade Certificate | *UN Institute for Training & Research & Partnership for Action on Green Economy*
The Materiality of ESG Factors Certificate | *Wharton School of the University of Pennsylvania*
Introduction to Psychology Certificate | *Yale University*

SKILLS, INTERESTS & LINKS

- **Software Tools** | Visual Studio Code, Oracle Form Builder, Adobe CC, Figma, Miro, MATLAB, SketchUp, Rhinoceros 3D, R, RStudio, CAD, MySQL, Unity, Git
- **Programming Languages** | PHP, JS, HTML, CSS, Python, C++, C, R & Java
- **Databases** | Oracle, MySQL, PL/SQL
- **Professional Skills** | Prototype Design, Info Systems Management, Software Development, Database Management, Statistical Modelling & IT Systems Support
- **Interests** | Kyudo (Japanese Archery), Photography & Product Design
- **GitHub Link** | github.com/khan123451 | **Personal Portfolio** | www.khanzheng.com