JINGRU ZHAO

PRODUCT / UXUI DESIGNER

CONTACT

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SKILLS

User Research
Information Architecture
Wireframe
Mockup
Prototype
UI Design

HTML
CSS
JavaScript

TOOLS

InVision
Axure
Sketch
Adobe XD
Photoshop

ACTIVITIES

DePaul XD Roundtable Memer

EDUCATION

Chicago, IL Expected June 2020 GPA: 4.0/4.0	**DePaul University** Master of Human–Computer Interaction
Nanjing, Jiangsu, China June 2016 GPA: 3.8/4.5	**Nanjing Forestry University** Master of Engineering in Material Engineering Bachelor of Engineering in Packaging Engineering Magna Cum Laude | Outstanding Student Award

EXPERIENCE

UX/Software Product Design Intern

Self–Driving Truck Company
San Diego, CA
June 2019 – Aug. 2019

TuSimple, Inc
Builder Tool Redesign
A web–based tool that integrates different modules to generate auto–driving software
- Conducted interviews to collect user needs and difficulties.
- Identified usability problems by doing heuristic evaluation.
- Cooperated with developers on rounds of prototyping and final visual assets delivery, and received very positive feedback from users.

Vehicle Ticket System (VTS) Redesign
A web–based tool for test operations and engineers to schedule vehicles for testing
- Researched and identified problems in existing product.
- Redefined VTS use flow with PM.
- Collaborated with front–end engineers to ensure a smooth delivery from design to product.

UI/UX Designer

Online Language Institute
Mar. 2017 – Aug. 2017

Thirsty For Thirty (TFT)
Course Promotion Project
- Identified target users and collected user demands. Made plans by communicating with marketing team and PM.
- Designed H5–pages and posters for promoting monthly courses to gain new users. Target users increased by 50% in one month.
- Designed page template for the content of the *tft.rocks* website and future publications of TFT learning materials.

TFT Applications
- Defined user requirements and user scenarios with PM.
- Designed application logic and information architecture.
- Iterated and pruned wireframes and mockups for better usability according to user feedback.

PROJECTS

Course Team Project
User–centered design, DePaul
Oct. 2018 – Nov. 2018

Dvent, Mobile Application
Involved in user research, creating personas and scenarios, wireframes and usability testing to help graduate students find activities and events.

Individual Project
Aug. 2017 – Oct. 2017

Water Me, Interactive Device
Designed and made "Water Me" using Arduino to remind people to take care of their plants.

Individual Project
Jan. 2017 – Mar. 2017

Park In, Parking Mobile Application
Designed, prototyped, and user–tested "Park In", a product helping drivers find parking spots and locate vehicles quickly.