



Qinwei Zhu

*I design thoughtful and
delightful experiences.*

Contacts —

Portfolio: Qinwei.me
Email: qz265@cornell.edu
Phone: 607 - 379 - 7557

Skills —

User Research
Persona, Senarios
Information Architectrue
Prototyping
Interaction Design
Interface Design
Usability Testing

Sketch
Adobe Creatvie Suite
Axure, Invision, Balsamiq
Eyetracker, 3D Printer

HTML, CSS
Javascript
D3.js, Echarts.js, Bootstrap
Python, Java

Awards —

Best MPS Project - FitCat

Dec, 2016 | Info Sci MPS Project

Excellent Graduate Thesis

Aug, 2016 | School of Digital Media, BUPT

First Place in College Innovation Project

Aug, 2016 | Project Leader | BUPT

BUPT Scholarships

2013, 2014, 2015 | BUPT

Interests —

Hip-Hop Dancing, Spring Board
Diving, Rock Climbing

Education —

Cornell University

MPS of Information Science | Aug, 2016 - Present | GPA 3.79/ 4.00

Beijing University of Posts and Telecommunications (BUPT)

B.E. of Industrial Design | Sep, 2012 - Jun, 2016 | Rank 7/60

Work —

IBM

Web Design & Development Intern

Jun, 2015 - Aug, 2016 | Beijing, China

Advocated usability and aesthetics as the only designer in the team. Polished up the website for IBM's CDUG conference. Designed the dashboard for IBM LinuxONE Community Cloud.

Bri Experience Technology

App Operation Intern

Mar, 2014 - Aug, 2014 | Beijing, China

Maintained a new wallpaper app for 2 months. The active user reached 1 million during the time. Shed a new light on our team's content strategy by visualizing the user's data based on the emotional indication and the color of wallpapers.

Projects —

Comake

Group Communication Tool

Feb, 2017 - Present | Main Designer, Project Coordinator

Organizing a team of 6 to help a Cornell startup to develop Comake, a group communication tool focusing on how people design and make decisions during a project. My team is responsible for its chat functionality and integration with Slack.

FitCat 2.0

iOS app helping cats to lose weight

Aug, 2016 - Present | Main Designer | Best MPS Project

Led the decision of redesigning the information architecture of FitCat 1.0. Used metaphors to help users understand the app better. FitCat is now under development, sponsored by Connell Feline Center.

Kitchem

Educational Game of Chemistry

Aug, 2016 - Dec, 2016 | Game Designer

Designed a food game teaching students how to balance chemical equations to study how concrete instructions could facilitate the learning of abstract concepts. Tested it on over 1000 users and received positive feedback.