

Ziyin Zhang

Interaction Designer | UX Engineer



INFO

Portfolio

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OBJECTIVE

Seeking 2018 summer internship in UX design and UX research



SKILLS

UX Design

Wireframe

Prototype

Interviews

Storyboard

Usability Testing

Persona Writing

Design Tools

Photoshop

Illustrator

Premiere Pro

AfterEffects

InDesign

Sony Vegas Pro

Prototyping

Balsamiq

MarvelApp

Axure

Development

JavaScript

HTML/CSS

Python

Java

SQL

Game Engine

Unity Game Engine

GameMaker Studio

Unreal Game Engine



EDUCATION

M.S. Digital Media, Georgia Institute of Technology

Expected May 2019

B.S. Computational Media, Georgia Institute of Technology

Expected May 2018

- Concentrate in Media and Game Studies, GPA 3.64/4.00



EXPERIENCE

Graduate Teaching Assistance, Georgia Institute of Technology

Aug. 2017 - Dec. 2017

- Aid students in designing and programming games using Unity

Front-end Development Intern, BeenaVision Inc.

Aug. 2016 - Dec. 2016

- Designed and developed user interface for client portal
- Analyzed data from large SQL database and visualized using D3.js



PROJECTS

Below - Amazon Alexa Game

Nov. 2017 - Dec. 2017

- Designed voice user interface for an interactive narrative game
- Wrote JavaScript to analyze user's conversation intents and determine branching of the storyline

IMPRINT - Event Hosting Web App

Mar. 2017 - Apr. 2017

- Designed user experience based on analysis of the *Atlanta Community Engagement Playbook*
- Implemented an interactive web app using AngularJS 4 that allows users to host and sign up for events

Music Glove - Wearable Device Interaction Design

Jan. 2017 - Mar. 2017

- Designed interaction for a wearable instrument and its corresponding mobile app user interface
- Visualized the interaction process using storyboards, persona, system diagram, video, and high-fidelity prototype

Google Glass Social Helper Concept App

Jan. 2017 - Apr. 2017

- Prototype a concept app to assist in conversations and social interactions for people on the Autism Spectrum Disorder
- Evaluated the Google Glass application by usability tests and interviews

Gesture-based Audio Mixing Wristband

Jul. 2016 - Aug. 2016

- Designed and implemented an wearable device for DJs and performers to help on-stage audio mixing
- Built a wearable prototype using Arduino and accelerometer sensor