


# HENG ZHANG

UI/UX designer . VR enthusiast | available now

I bring an architectural perspective and creative problem-solving approach to create products that are useful, usable and delightful.

 [www.hengzhangdesign.com](http://www.hengzhangdesign.com)

 (617) 390-4788

 [heng.zhang@post.harvard.edu](mailto:heng.zhang@post.harvard.edu)

 San Francisco Bay Area

## SKILLS

### Design & Prototyping

Brainstorming . Storyboarding .  
User Flow . Wireframing . Rapid  
Prototyping . Hi-fi Prototyping .  
Interface Design

### Research

Survey . Interview . Persona .  
Customer Journey Map

## TOOLS

### 3D Modeling & Rendering

Maya . Rhino . Grasshopper . Vray .  
Unity3D . Cinema 4D . Sketchup .  
Lumion . Autocad

### 2D Graphics

SketchApp . Photoshop . Illustrator .  
Indesign  
Omnigraffle . Invision

### Animation

After Effects . Premiere . Cinema 4D

### Programming

HTML . CSS

### Analysis

Arcgis . Ecotect

## LANGUAGE

ENGLISH (Professional Proficiency)

CHINESE (Native)

## EDUCATION

MAY 2014 | **HARVARD UNIVERSITY** | Cambridge, MA  
AUG 2011 | Master of Landscape Architecture, Graduate School of Design  
JUN 2011 | **SOUTHEAST UNIVERSITY** | Nanjing, China  
AUG 2006 | Bachelor of Engineering with Honors, School of Architecture

## EXPERIENCE

PRESENT | **Freelance Designer**  
JUL 2016 | **UX & graphic designer**  
Currently working on *Techbow LLC* website  
JUN 2016 | **UI Designer**  
MAR 2016 | **PalmDrive.cn** | Sunnyvale, CA  
Design Iterations, Visual Deliverables for:  
*Mobile Friendly Booklet . Posters . Flyers*  
JAN 2016 | **Landscape Architect**  
JUL 2014 | **AECOM** | San Francisco, CA  
Research & Site Analysis, Design Iterations, 3D Modeling, 3D Print, LaseCut,  
Visual Deliverables, Communication with Clients for:  
*San Francisco Ocean Beach Open Space Design . Hangzhou Grand Canal Business District . Yasha Global Headquarters*  
AUG 2013 | **Landscape Architect Intern**  
JUN 2013 | **Hargreaves Associates** | San Francisco, CA  
Site Analysis, Planting Strategy Study, Design Iterations, 3D Modeling, Visual Deliverables for:  
*Brazil Petribu Quizanga Open Space Framework . Zhuhai Hanye Hengshan Island Concept . Haihe Ribbon Park*  
AUG 2012 | **Landscape Architect Intern**  
JUN 2012 | **Stoss Landscape Urbanism** | Boston, MA  
Research & Site Analysis, Design Iterations, 3D Modeling, Physical Model Test, Visual Deliverables for:  
*Harvard Common Plaza . Sugar Hill Art District . Boston Custom House Plaza*