

Roy Zhang

Product Designer

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EDUCATION

UC San Diego June 2020

B.S. Cognitive Science (HCI)

Minor: Computer Science

GPA: 3.65/4.00

SKILLS

Tools

Adobe Creative Suite

Invision

Marvel

Sketch

Figma

LucidChart

UX Techniques

User Interviews

Storyboards

Moodboards

Competitive Analysis

Personas

Pain Points

Empathy Maps

Journey Maps

Information Architecture

Paper Sketches

Wireframing

Usability Testing

A/B Testing

Development

HTML/CSS/JS

JQuery

Bootstrap

Python

Git

Wordpress

Webflow

EXPERIENCE

PrecisePK — Web Designer/Dev Oct 2019 - Present

Worked closely with their product designer in designing the website and mentored another web designer on development through Webflow. Also created custom illustrations and icons on Illustrator.

Exalton — Lead Designer Mar 2019 - Present

Spearheaded design for all aspects of the start-up. Helped convert an idea into a tangible prototype through heavy user research, prototyping and iteration. Also worked heavily on the brand by researching and designing the website, logo, pitch decks, and

UCSD Design Lab — UX Researcher Dec 2019 - Present

Leading a team of three in identifying and resolving issues with Dexcom's G6 Glucose monitoring device. Conducting research and prototyping solutions for their app and focusing on the lifecycle of their sensors and transmitters.

Solemate — UX/UI Designer Mar 2019 - June 2019

Temporarily joined Solemate to aid their graphic designer with more human centered design techniques. Evaluated issues in the UI/UX by conducting user testing and research and redesigned overall app.

TSE — Web Designer Mar 2019 - June 2019

Worked freelance for Triton Software Engineering and redesigned their website. Revamped the look and feel to be more modern and inviting. Worked closely with the developers and board officers to ensure the site looked and felt appropriate.

Venmo Case Study — UX/UI Designer Jan 2019

Conducted a case study on Venmo where I researched and diagnosed usability issues. Redesigned UI and overall UX.