Roy Zhang

Designer + Developer

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Education

University of California, San Diego   2016-2020

B.S. Human-Computer Interaction, minor in Computer Science

Experience

Exalton — Lead Designer   Mar 2019 - Present

Joined Exalton during very early stages and spearheaded design for all aspects of the start-up. Helped convert an idea into a tangible prototype through heavy user research and iteration. Also worked heavily on the brand by researching and designing the website, logo, pitch decks, and business cards.

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.

FitFam — Team Lead   Sept 2018 - Dec 2018

Led team of the three people in creating a web app as a design project. Spearheaded data collection and analysis, prototyping, and development.

Venmo Case Study — Designer   Jan 2019

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

Leadership

APP - Lead Photographer   Sept 2014 - June 2016

Led team of photographers for school newspaper. Managed deadlines, schedules and inventory. Helped with designing layout for paper, post production for photos, and taught basic knowledge of camera/other equipment to new recruits.

Skills

Design

Adobe Creative Suite, Invision, Marvel, Sketch, Figma

Development

HTML, CSS, JS, jQuery, Boostrap, Java, C#/C++, Python, Git, Vim