# Ryan Zeng

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ryanzeng.design

## **Skills**

#### Design

Human-Centered Design Adobe Creative Suite Sketch Invision

#### Languages

English Chinese (Mandarin) Spanish

#### Programming

Python Java SQL HTML/CSS Git

### **Interests**

#### **Professional**

Product Design
User Interface
User Experience
Product Management

#### Personal

Snowboarding Traveling Tennis Video Games Cooking TV & Movies

## **Education**

#### University of California, Berkeley

Bachelor of Arts, Computer Science and Statistics August 2016 – May 2020

#### **Relevant Coursework**

Structure and Interpretation of Programs (CS61A) Data Structures (CS61B) Discrete Mathematics (CS70)

# **Projects**

#### myTurn

Creating the self-checkout experience for businesses and users of the renting and lending software.

#### Sboon

Designing a better spoon for regular consumption through user research, lo-fi/hi-fi prototypes, and user testing.

#### **Browse**

A prototype design of a browser extension simplifying the online shopping experience for the elderly and technically challenged

# **Experience**

#### **Berkeley Innovation**

Design Consultant

January 2017 — Present

Crafting human-centered design solutions for companies through an iterative thinking processes of inspiration, ideation, and implementation.

#### Associated Students of the University of California

Software Engineer

August 2016 — January 2017

Engineer for the University of California, Berkeley campus resources app on iOS and Android. Features dining information, building hours, and bus directions with live bus tracking. Published on the App Store and Play Store.

#### Berkeley Technology Review

Software Engineer

August 2016 — January 2017

Engineer for the University of California, Berkeley's online, student-run technology publication. Currently in development of iOS and Android mobile apps.