

Shirley Zhou

shirleyzhou7@gmail.com
shirley-zhou.me

Carnegie Mellon University '19

GPA: 3.7/4.0

Feldman Presidential Scholar

Dean's List, High Honors: '17-'19

B.S. Information Systems

Minors in Human Computer Interaction and Business administration

Skills

Ai, Id, Xd, Ps, Sketch

Rapid prototyping, user research

Sketching, Drawing

HTML, CSS, JavaScript, NodeJS

Python, Ruby on Rails, Java, C,

SQL, Excel

Activities

CMU Personality Psychology

Teacher Assistant - Fall '18

CMU Information Systems

Teacher Assistant - Spring '17

Alpha Phi Omega

VP of Fellowship - Spring '17

Courses

Design:

Service Design

Methodologies of Visualization

Information Design

Development of Form

Designing Human Centered Systems

Interaction Design Studio

Game Design for Crowd & Cloud

Tech:

iOS Engineering

Principles of Imperative Computation

Mobile to Cloud: Distributed Apps

Application Design & Development

Experience

NSF-Funded Smart Maker Spaces - Design Researcher

Feb 2019 - May 2019

Performed qualitative research analysis on interview transcripts to identify user needs regarding use of smart documentation tools in creative studio environments.

PNC Financial Services - Digital Experience Intern

May - Aug 2018

Redesigned and prototyped PNC interest rate center for mobile and desktop views. Created an interactive 'thought starter' component for PNC.com to increase user engagement using locator API. Contributed in weekly development sprints and deployed changes to PNC.com

Yummy Plants - Website Designer

May - August 2017

Worked with founder to redesign the community's experience of her vegan lifestyle brand. Wireframed, prototyped and created multiple responsive mini-sites.

Projects

Just Harvest - digital service design

[Figma, value flow, stakeholder maps, experience prototyping]

Worked end to end on a team of 5 to help Just Harvest a local non-profit simplify food stamp benefits registration process. Performed initial research, went through ideation of many ideas presenting them to stakeholders in the field, and finally designed a prototype of a digital kiosk interface and animated video which we presented to the client.

Care Agenda - mobile app design

[service design, personas, UI design patterns, ecosystem collection]

Care Agenda is a mobile app prototype created for elderly care. It facilitates the responsibilities of caregivers and maximizes care by delegating tasks to multiple users comfortably.

Portable Light - product design

[product sketching, blue foam modeling, clay modeling]

Explored the form and material of handheld light sources. Created physical prototypes of a light source for emotional comfort in ever-changing environments.