Qianzi Li

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WORK EXPERIENCE

UX Developer Intern | Benewake Co., Ltd.   Beijing, China | Jun 2023 - Feb 2024
- Independently designed and developed the user interface using React and React Context API, incorporating ECharts for dynamic data visualization, enhancing order summary reviews and sales forecasting accuracy.
- Automated and digitized inquiry and order processes, significantly improving the efficiency and productivity of the sales team.

PROJECT EXPERIENCE

OASIS | UX Developer | The Design Lab @ UCSD   San Diego, California | Jan 2020 – Dec 2023
- Led the UI/UX design and development utilizing Figma and React to craft a user-centric interface for a healthcare micro-publication sharing platform.
- Facilitated interdisciplinary collaboration with healthcare professionals to align technical capabilities with user needs, improving platform usability and engagement.

GLANSIS Website | UX Researcher | NOAA GLANSIS   Ann Arbor, Michigan | Jan 2023 - May 2023
- Executed comprehensive UX research methodologies, including user interviews, comparative evaluations, and usability testing to identify key areas for improvement.
- Produced a detailed report outlining actionable recommendations, which enhanced the overall user experience and website usability for researchers and the public.

InforMED | UX Designer | University of Michigan   Ann Arbor, Michigan | Sep 2022 – Dec 2022
- Designed and developed a high-fidelity prototype for a post-surgical debriefing system, focusing on improving communications between attending and resident surgeons.
- Conducted extensive UX research, including competitive analysis and user interviews, which informed design decisions and significantly enhanced the prototype's effectiveness in user testing scenarios.

IBIOGRAM | UX Developer | The Design Lab @ UCSD   San Diego, California | Jul 2019 - Dec 2021
- Created an impactful visualization tool that improved the diagnostic capabilities of doctors treating infectious diseases.
- Visualized pathogen and antimicrobial data to assist doctors in diagnosing infectious diseases.

EDUCATION

University of Michigan, Ann Arbor   Jun 2022 – May 2024
M.S. in Information Science Specialized in User-Centered Agile Development
GPA: 4.0

University of California, San Diego   Jun 2016 – Dec 2020
B.S. in Cognitive Science Specialized in Design and Interaction
GPA: 3.97 Major / 3.92 Overall

SKILLS

Interaction Design: Figma, Sketch, Miro, Jira, Adobe Creative Suite (Photoshop, Illustrator, XD, InDesign, Lightroom, Premiere Pro, After Effects).

User Research: Usability testing, persona building, competitive analysis, user interviews, accessibility evaluation, field studies, A/B testing.

Programming: React, React Native, JavaScript, Python, Svelte, Vue.js, MUI, HTML, CSS, Redux, Axios, Express.js, Expo, Git, Firebase, MongoDB, MySQL, Django, WordPress, Flask, FusionCharts, ECharts, Mapbox, Java, C, and C++.