ERIC ZHANG

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SUMMARY

→ Engineer and UX Designer with **5+** years in the industry.
→ Extensive skill and flexibility in prototyping software like Xd, Principle, Figma.
→ Inquisitive drive to empathize with users.
→ Avid developer. Fluent in HTML, CSS, and JS.
→ Rapid learner.
→ Embraces teamwork, cross-functional efforts, and good design.

A vigorous drive to engage in projects with my very best foot forward.

LATEST PROJECTS

BART — Restoring ridership in the post-pandemic Bay Area
12 DAY DESIGN SPRINT (TEAM CONCEPT PROJECT)

- Uncovered key insights over COVID-19 anxiety to target and alleviate
- Created High Fidelity Prototypes while embracing design guidelines from Google and BART
- Delivered deep and rich integration with Google Maps to increase visibility and desirability of BART

Take ACTion — Building a Mental Wellness Ecosystem
15 DAY DESIGN SPRINT (Jeannie Celestial and Sonia Gonzalez)

- Collaborated closely and frequently with clientele to deliver an engaging Mental Wellness Ecosystem
- Built out High Fidelity Prototypes with highly interactive elements and workflows that captured users' attention and increased engagement
- Enabled developer's workflow by handing off well detailed deliverables and working cross-functionally to bring the team up to speed

EXPERIENCE

Dell EMC, San Francisco, CA — *Systems Engineer*
DECEMBER 2017 - MARCH 2020

- Designed, enabled customers, and secured a **$1.2M** IT transformation overhaul
- Enabled product knowledge for cross-functional organizations to unify and strengthen brand messaging
- Designed, implemented, and delivered Proof of Concepts to Fortune 500 companies that enabled digital transformation

University at Buffalo, Buffalo, NY — *IT Supervisor*
SEPTEMBER 2015 - JUNE 2017

- Upgraded **500+** physical and virtual university workstations campus-wide to provide highly available and desirable resources
- Managed, mentored, and lead IT Consultants to provide successful customer service and reinforce university branding

SKILLS

Design
User-Centered Design
Interaction Design
Task Analysis
Card Sorting
A/B Testing
Contextual Inquiry
User Interviewing
Rapid Prototyping
Sketching
Wireframing
Redlining

Development
HTML, CSS, JS
Three.JS, Swup.JS,
Anime.JS, GSAP, React,
Vue.JS, Webpack, Parcel,
Browser Dev Tools
Swift/Objective C, C++
Git

Tools
Adobe Xd, Adobe CC,
Sketch, Figma, Principle,
UXPin, fontforge, Marvel,
Flow.IO

EDUCATION

General Assembly - User Experience Design Immersive
APRIL 2020 - JULY 2020

University at Buffalo - B.S. in Electrical Engineering, Minor in Computer Science
AUGUST 2012 - MAY 2017