

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 and Figma.
- Inquisitive drive to empathize with users.
- Avid developer.
- 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

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

Browser Dev Tools

Swift/Objective C, C++

Git

Tools

Adobe Xd, Sketch,

Figma, UXPin, 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