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A fast-minded, creative and self-directed problem solver with a deep empathy for users, an attitude of exploration and openness, a passion for emerging technology, an eye for visual aesthetics, and a knack for digging insights and simplifying interactions

I'd love to design for people's better life and the promising future!

## Education

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M. Human-Computer Interaction and Design University of Washington, Seattle	09/2013–09/2014
User Research, Prototyping Studio, Visual Design, User-Centered Design, DataViz	
Bsc Applied Psychology Zhejiang Sci-Tech University, China	09/2009–06/2014

## Skills

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UX Research Quantitative & Qualitative Research; Ethnography Study; Usability Testing  
Design Sketching; Wireframes; Rapid Prototyping; Infographics; Video Editing  
Tools Photoshop, Illustrator, Indesign; Axure, Flinto; ApplInventor, Arduino; Final Cut  
Development HTML, CSS; C, Python, Javascript (basic)

## Experience

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<b>UX Designer</b> ilol.biz	01/2014–present
Spearhead major web UI re-factoring; Design elegant user-advocate solutions and features; Increased marketing sales	
<b>UX Designer</b> University of Washington	09/2013–present
Future of Retail, Microsoft & Point B - Innovate in-store experience Trace, Physical Computing Lab - Handled wearable design and prototyping Traffic Simulator, UCI Design - Translated client needs into intuitive interactions Waggit - Bridge dog owners and walkers, Directed research, prototyping and visual design	
<b>Co-Founder</b> Chinese UX Professionals in U.S.	01/2014–present
Initiated and manage a 200+ Chinese UXers professional group	
<b>Research Assistant</b> Human Factors & User Experience Lab	10/2009–08/2013
Directed cognitive and social psychology research projects Promoted successful eyetracking and behavioral experiments Excavated insights from thousands of complex data	
<b>Volunteer</b>	06/2013–present
2014 Hive Conference, 2014 AIGA & IxDA events, 2013 IxDC	