YIRU ZHANG

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EDUCATION

University of Michigan - Ann Arbor

08/2021 - 12/2022

Master's, urban design (digital design)

GPA: 3.87

GPA: 3.82

Pennsylvania State University - University Park

08/2018 - 08/2021

Master's, landscape architecture, geospatial data analytics

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Shanghai Business School

08/2014 - 05/2018

Bachelor's, Art

GPA: 3.85

CERTIFICATIONS

UX Design Certificate, Google & User Experience Design Certificate, Georgia Institute of Technology, 2021

PROFESSIONAL EXPERIENCE

TBG Partners Houston, TX, USA

Designer

03/2023 - 04/2024

- Developed end-to-end user experiences through sketches, digital design media, and presentations, applying Human Centred Design (HCD) principles in a complex environment
- Incorporated user feedback into design iterations, creating design solutions that harmonize functionality and aesthetics from a user-centered perspective

Dweebs Global Ann Arbor, MI, USA

UX Designer

01/2022 - 12/2022

- Collaborated with development teams ni an agile environment to implement web design, implemented responsive website designs using HTML and CSS
- Designed visually appealing web pages with careful attention to the hierarchical importance of elements.
- Worked directly with developers to implement designs

Gensler Washington, DC, USA

Researcher

05/2022 - 08/2022

- Experienced ni defining problems, ideating, and unlocking innovative solutions with Al technology, resulting ni a 45% increase ni process efficiency
- Advocated for user needs by integrating research insights into innovative design solutions through generated urban development tool Delve developed by Google Sidewalk Labs

Penn State University State College, PA, USA

Web Designer

Design Intern

08/2020 - 12/2020

- Designed the visuals with careful consideration of the hierarchical importance of page elements
- Realized designs of a responsive website as fully functioning web pages with HTML and CSS

Environmental Planning & Design

Pittsburgh, PA, USA

05/2019 - 08/2019

- Synthesized diverse data into clear, interactive maps for public presentations, ensuring accessibility and comprehension for a wide range of stakeholders
- Designed and delivered engaging presentations at multiple public meetings, effectively communicating complex information and encouraging community participation and feedback

SKILLS

UX Design: Figma, Adobe Illustrator, Adobe Photoshop, Graphic Design, Agile, HTML/CSS, Python, UI/UX Design, Excel/Numbers/Sheets, Adobe Creative Suite, Adobe After Effects, Interaction Design

UX Research: Persona, User Research, Affinity Mapping, Quantitative Research, Qualitative Research, User Interview, Contextual Inquiry, A/B Testing, Heuristic Evaluation, Participatory Design, HCI, Agile

ACHIEVEMENTS

New York Product Design Awards, UX Motion Design, Silver Award, 05/2024
International ULI Hines Student Competition, Finalist Award, 03/2021
Annual Creative Achievement, College of Arts and Architecture, 04/2021

International Conference Oral Presenter, Computational Urban Planning & Management (CUPUM), 03/2021