

ZHENXZHENG

"The best way to predict the future is to design it." - B. Fuller

"Focus on the user and all else will follow." - Google

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EDUCATION

University of California, San Diego

B.S. Cognitive Science
Human Computer Interaction










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RELEVANT COURSEWORK

Product Marketing & Management, Cognitive Design Studio, Usability & Information Architecture, Human Computer Interaction, Modeling & Data Analysis, MATLAB Programming, Data Structure & Object-Oriented Design (JAVA & C++), Programming for Experimental Research (MATLAB).

SKILLS

Technical

| | | | |
|---|-------------|---|------------------|
|  | MongoDB |  | Node.js |
|  | AJAX |  | JSON |
|  | Github |  | Heroku |
|  | HTML/CSS |  | JQuery |
|  | Photoshop |  | Axure |
|  | Illustrator |  | MATLAB |
|  | Bootstrap |  | Google Analytics |






Design

| | |
|-------------------------------------|-------------------------------|
| <input checked="" type="checkbox"/> | User-Centered Design |
| <input checked="" type="checkbox"/> | Contextual Inquiry |
| <input checked="" type="checkbox"/> | Competitive Analysis |
| <input checked="" type="checkbox"/> | Cognitive Ethnography |
| <input checked="" type="checkbox"/> | Heuristic Evaluation |
| <input checked="" type="checkbox"/> | User/Work flow |
| <input checked="" type="checkbox"/> | A/B Testing |
| <input checked="" type="checkbox"/> | Sketching |
| <input checked="" type="checkbox"/> | Storyboarding |
| <input checked="" type="checkbox"/> | Afinity Diagraming |
| <input checked="" type="checkbox"/> | Persona & Scenario Creation |
| <input checked="" type="checkbox"/> | Low/High Fidelity Prototyping |

PROGRAMMING

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|------------|------------------------|
| Javascript | <div><div></div></div> |
| HTML/CSS | <div><div></div></div> |
| MATLAB | <div><div></div></div> |
| Java | <div><div></div></div> |
| C++ | <div><div></div></div> |

EXPERIENCE

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| ActivityViz Team members: 3 Duration: 10 weeks  | Developed a data visualization tool that allows gesture researchers to upload Xbox Kinect raw data (.csv file). Generated manipulative 3D visualization by using x3dom and D3.js. |
| UCSDMap Team members: 2 Duration: 10 weeks  | Redesigned the UCSD directory system by implementing a mobile map application that uses Google Map API with the integration of customized UCSD directory information and GPS function. |
| UX Research Team members: 5 Duration: 10 weeks  | Researched and analyzed various technological programs and web-based facilities to determine best program for course utilization. |
| Park & Go Team members: 3 Duration: 5 weeks  | Modified the UCSD parking payment system to improve user experience/efficiency by developing a mobile/web application that supports remote paying and space counting. [Front-End only] |
| Social Fitness Team members: 7 Duration: 10 weeks  | Designed a rapid contextual user-centered mobile/web application that simplifies fitness event planning. |

MISCELLANEOUS

Language Skills..... English, Cantonese, & Mandarin
Certification..... Fire Protection Technology
Organization..... Lambda Phi Epsilon
Rescue Dogs..... Maltese mix & Shar Pei mix
Interests..... Tennis, Ping Pong, Dog Training, & Firefighting