Zhijie Zhao

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Ann Arbor, Michigan
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Software Development Engineer (2022 Summer Intern)

EDUCATION

University of Michigan   Sep 2021 - May 2023
Master of Science in Information   Ann Arbor, MI
- GPA: 4.0/4.0
- Core Course: Contextual Inquiry and Consulting Foundations (A+), Intro to Interactive Design (A+), Information Visualization (A+), Developing Mobile Experiences (A+), Building Interactive Applications (A+)

Shanghai Jiao Tong University   Sep 2017 - Aug 2021
Bachelor of Science in Electrical and Computer Engineering   Shanghai
University of Michigan Shanghai Jiaotong University Joint Institute
- Honor / Award: Undergraduate Merit Scholarship by Shanghai Jiaotong University (B, etc.) (2020, the first 10%), Undergraduate Progress Scholarships by Shanghai Jiaotong University (2019, the first 5%)
- Core Course: Operating System (A-), Programming &Introductory Data Structures (A), Data Structures and Algorithms (A), Introduction to Cryptography (A+)

PROFESSIONAL EXPERIENCE

Shanghai Yi Xiao Information Technology Co., Ltd.   Apr 2021 - Aug 2021
Qingflow, Front-end Development Intern   Shanghai
- Programmed emerging features for a highly customizable workflow management app using Angular, Typescript, SCSS, and Ant Design in the design and development pipeline.
- Improved coding structures through packing components and creating variables to increase code reusability.
- Collaborated with a team of UX designers, product managers, and backend developers using git and Figma to share product updates.

PROJECT EXPERIENCE

Wishlist   Nov 2021 - Dec 2021
Active Team Member   Ann Arbor
- Designed and create prototypes of a friendship app using Figma to help those having trouble preparing gifts for friends.
- Programmed multiple mobile app pages using React Native, TypeScript, NativeBase, and ahook to implement the prototype.
- Programmed image uploading function through Firebase and React Native Image Picker to help users post their wishes.
- Added loading control, toast notifications, and swipe list using ahook to improve user experience.

HumanKind   Sep 2021 - Dec 2021
Active Team Member   Ann Arbor
- Designed a donation app using user experience design methods to facilitate smaller, direct donations to neighbors in need.
- Created the persona and scenario for the primary user through analyzing and refining the interviews to narrow down the focus.
- Conducted five interviews and two rounds of usability inspection tests with the primary user in different age groups to iterate and improve the user experience of our design.
- Created high fidelity prototypes for registration and wishlist panels using Figma
- Collaborated with four team members using Figma and Google Docs to share project updates.

Red Lake County is not perfect but definitely not the worst   Oct 2021 - Nov 2021
Individual Project   Ann Arbor
- Designed and deployed static and interactive visualizations using Python, Adobe Illustrator, and Streamlit to accompany an article from the Washington Post.
- Created dot charts, bar charts, and Choropleth Map using Altair to reveal the situation of the Red Lake County in the economy, education, emloyment and natural amenities.
- Implement a Martini Glass Infographics Structure using a parallel coordinates graph to let user explore the dataset. It turns the content from author-driven to reader-driven.

Implement a Shell using C   Sep 2020 - Oct 2020
Individual Project   Shanghai
- Parsing the input using loop and stack to implement support for quotations in command.
- Implement file I/O redirection and pipe using loops with dup2().
- Programmed the signal handler using SIGINT to handle the situation of CTRL-C and CTRL-D.

SKILL

- **Skills:** JavaScript(skillful), TypeScript, HTML, CSS, C / C ++, MATLAB, Verilog, MIPS Assembly, R, Python, LaTeX
- **Languages:** English and Chinese