Jerry (Zhijie) Zhao

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EDUCATION

University of Michigan - Ann Arbor, MI

Sep 2021 - May 2023

Master of Science in Information

GPA: 4.0/4.0

 Related Coursework: Developing Mobile Experiences, Building Interactive Applications, Intro to Interactive Design, Information Visualization, Introduction to Game Development, Database Application Design

Shanghai Jiao Tong University - Shanghai, China

Sep 2017 - Aug 2021

Bachelor of Science in Electrical and Computer Engineering

GPA: 3.6/4.0

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%)
- Related Coursework: Operating System, Data Structures and Algorithms, Introduction to Cryptography

SKILL

- Computer Languages: JavaScript(skillful), TypeScript, Python, HTML5, SCSS, C/C++, C#, MATLAB, R, SQL
- Frameworks/Libraries: React, Angular, React Native, Altair, ANTD, Native Base, chakra-ui, Bootstrap
- Tools: Unity, Firebase, MySQL, NPM, Linux, Git, Tableau, Verilog

PROFESSIONAL EXPERIENCE

Shanghai Yi Xiao Information Technology Co., Ltd.

Apr 2021 - Aug 2021

Shanghai

Qingflow, Front-end Development Intern

- Developed 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.
- Communicated with back-end team, product managers, designers, and testing team to better develop and cooperate.

PROJECT EXPERIENCE

Wishlist - React Native / Firebase / NativeBase

Nov 2021 - Dec 2021

- Designed and developed the prototype of a friendship app to help those having trouble preparing gifts for friends.
- Developed ten mobile app pages using React Native, TypeScript, NativeBase, and ahook.
- Implemented image uploading function through **Firebase** and **React Native** Image Picker to help users post wishes.
- Improved user experience through adding loading control, toast notifications, and swipe list using ahook.

HumanKind - UX Design / Figma

Sep 2021 - Dec 2021

- Designed a donation app using user experience design methods (Persona, User Flow Diagram, Wireframe, Usability Inspection) to facilitate smaller, direct donations to neighbors in need.
- Created the persona and scenario for primary users through analyzing and refining interviews.
- Made and test high-fidelity prototypes for registration and wishlist panels using Figma.
- Conducted **five interviews** and **two rounds of usability inspection tests** with the primary users in different age groups to iterate and improve our prototypes, and improve the user experience of our design.

Red Lake County is not perfect but definitely not the worst - Python / Altair / Streamlit

Oct 2021 - Nov 2021

- Designed and deployed static and interactive visualizations using Python, Altair, Adobe Illustrator, and Streamlit to accompany an article from the Washington Post.
- Created dot charts, bar charts, and Choropleth Map using **Altair** to reveal that the Red Lake County has a complex situation in the economy, education, employment, and natural amenities.
- Implemented a Martini Glass Infographics Structure using a parallel coordinates graph to let the users explore the dataset. It turned the content from author-driven to reader-driven.

Customized Shell in Linux - C

Sep 2020 - Oct 2020

- Parsed the input using loop and stack to implement support for quotations in command.
- Implemented file I/O redirection and pipe using loops with dup2() to provide users with access to local files and ability to
 combine commands with great flexibility.
- Developed signal handler using SIGINT to handle the situation of CTRL-C and CTRL-D.