Zhiyuan Zhang

zhiyuanz@umich.edu • (734) 546-4572 • Ann Arbor, MI
PORTFOLIO: www.zhiyuanz.com

EDUCATION

University of Michigan — Aug 2021 - Apr 2023
M.S. Information | Track: UX Design and HCI — GPA: 4.0/4.0
Courses: Interaction Design, Advanced Graphic Design, Contextual Inquiry, Needs Assessment and Usability Evaluation, Accessible and Responsive Web Design, Building Interactive Applications, AR/VR, Online Communities, etc.

Shanghai Jiao Tong University — Sep 2018 - Aug 2022
B.S. Electrical and Computer Engineering | Minor in Computer Science | Minor in Data Science — GPA: 3.5/4.0
Courses: System Design and Manufacturing, Software Engineering, Data Structure and Algorithms, Probabilistic Methods in Eng., Artificial Intelligence, Computational Methods for Statistics and Data Science, etc.

WORK EXPERIENCE

City of Lansing — Lansing, MI
Citizen Interaction Design Intern — June 2022 - Aug 2022
- Conducted competitive analysis of 12 products, 15+ stakeholder interviews, 5 user interviews, field research, anecdotal research and survey to understand the Fats, Oils and Grease (FOG) problems at Lansing
- Designed a FOG program that reduces 2/3 of the city's original cleaning and laboring cost on FOG
- Created two digital prototypes using Figma, including an educational website that advocates for better FOG management and a management tool that helps restaurants owners manage FOG

PROJECT EXPERIENCE

Intelligent Bluetooth Low Energy Based Digital Contact Tracing (SJTU) — May 2022 - Aug 2022
UX Designer & App Developer (Capstone Project)
- Designed screens for the digital contact tracing app using Figma
- Designed the architecture of the app and the data diagram
- Developed user interfaces and the app (Android & iOS) using Expo in JavaScript

Rainbow - Color Recognition Aid Android App (SJTU) — May 2022 - Aug 2022
App Developer (Course Project)
- Led design sprint of the app design and managed tasks for 3 rounds of releases
- Developed user interfaces and the app (Android) in Java

Lemur Conservation Network Website Redesign (UMSI Design Clinic) — Jan 2022 - Apr 2022
UX Researcher & Designer; Client: Lemur Conservation Network (LCN)
- Collected and analyzed 50+ survey responses, compared 3 competitive websites
- Interviewed 5 website users, conducted 3 usability tests on the original website
- Created hi-fi prototype of the redesigned website pages using Figma

Habby - Online Communities Design (UMSI) — Mar 2022 - Apr 2022
UX Designer (Course Project)
- Researched about online communities design and conducted competitive analysis
- Created hi-fi mobile prototype of the communities and interactions using Figma

CourseCompass - Interaction Design (UMSI) — Sep 2021 - Dec 2021
UX Researcher & Designer (Course Project)
- Uncovered a problem faced by students using background research and competitive analysis
- Empathized with users by doing needfinding interviews and contextual inquiry
- Created storyboard, scenarios, story mapping to deeply understand the users
- Built low-fi & mid-fi prototype based on story maps and user-flow diagram
- Built hi-fi mobile prototype based on usability tests and made final presentation using Adobe XD

SKILLS

Design: UI/UX Design, Contextual Inquiry, User Research, Story mapping, Usability Analysis, Wireframe, Prototype
Programming: JavaScript, Python, C/C++, HTML/CSS, R, SQL