

Zhiyuan Zhang

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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

UX 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

DESIGN EXPERIENCE

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
- Improved usability by adjusting website structure and information architecture using Figma

Habby - Online Communities Design (UMSI)

Mar 2022 - Apr 2022

UX Designer (Course Project)

- Designed an online community to help young people form healthy habits and improve their well-being
- Created wireframes, prototypes and design system for the communities and interactions using Figma

CourseCompass - Interaction Design (UMSI)

Sep 2021 - Dec 2021

UX Researcher & Designer (Course Project)

- Discovered a problem faced by students via background research and competitive analysis
- Empathized with users through 5 interviews, storyboards, scenarios and journey maps
- Built and iterated digital prototypes based on story maps, user-flow diagrams and usability tests using Adobe XD

DEVELOPMENT 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

SKILLS

Design: UI/UX Design, Contextual Inquiry, User Research, Story mapping, Usability Analysis, Wireframe, Prototype

Programming: JavaScript, Python, C/C++, HTML/CSS, R, SQL