ZHONGHE WEN

UX Designer | Product Designer

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WORK EXPERIENCE

ADP, Inc. | UX Designer

July 2018 - Present

- Led designs for WorkforceNow, ADP's largest Human Capital Management enterprise SaaS application, and designed payroll experiences.

- Designed the Year-End Dashboard feature from concept to delivery, which guides payroll specialists to generate correct employee W-2s and prepare the payroll for the next year.

  - Partnered with the dev, product team to understand the project scope and timeline. And then I prioritized the need based on urgency and business value.

  - Created/iterated the prototype based on various UX research conducted by our UX researcher.

  - Impacts 2M+ employees and results in a 20% call reduction.

- Re-designed the rule builder feature, which enables the service team to easily select employees based on certain criteria.

  - Analyze the production data and identified usability problems.

  - Consolidated 10+ different rule builder designs and created a new design standard for it.

  - Ideated and iterated the design.

ADP, Inc. | UX Design Intern

May - August 2017

- Redesigned the Open Enrollment Center feature, which helps benefit admin to easily start and monitor the new benefits enrollment.

  - Created and iterated the design.

  - Led unmoderated validation research utilizing UserZoom.

Camore Health&Tech Co. Ltd. | UX Design Intern

January - June 2015

- Created and iterated the design of the e-commerce management system, which helps sellers managing commodities, tracking orders, and providing customer services.

EDUCATION

Georgia Institute of Technology

Human Computer Interaction, M.S.

Aug. 2016 - May 2018

Sichuan University

Industrial Design, B.E.

Sept. 2010 - June 2015

SKILLS

Design
Sketch, Photoshop, Illustrator, After Effect

Prototyping
InVision, Axure, Balsamiq

Programming
HTML, CSS, Bootstrap, Javascript, Angular JS, D3.js, Python

Research Method
Affinity Mapping, Card Sorting, Heuristic Evaluation, Usability Testing, etc.

3D Modeling
Rhinoceros 3D, Keyshot, 3ds Max