



ZHONGHE WEN

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Zhonghe Wen

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EDUCATION

Human Computer Interaction, M.S.
Georgia Institute of Technology
Sept. 2016 - May 2018

Industrial Design,
B.E., Sichuan University
Sept. 2011 - June 2015

SKILLS

Design Sketch,
Photoshop, Illustrator
Prototyping InVision,
Axure
Front-end HTML, CSS,
Bootstrap, Angular JS
Research Contextual
Interview, Affinity
Mapping, Coding,
Survey, Persona, Empathy
Map, Cognitive Walk-
through, Card Sorting,
Heuristic Evaluation,
Usability Testing
3D 3D Modeling &
Rendering

COURSES

User Research Methods,
User-centered Design,
Service Design,
Data Visualization.

JOB EXPERIENCE

Assistant Product Manager, Internship
Beijing Host Co. Ltd.

December 2015 - February 2016

- Wrote the instruction manual and revised labeling of applications within Host platform.
- Conducted usability tests for each application and communicated with software engineers.
- Presented Host applications and functions to potential customers.

Assistant Product Manager, Internship
Beijing Camore Health&Tech Co. Ltd.

January 2015 - June 2015

- Designed all the web pages of the management system used for updating commodities, managing orders, supporting customer service, etc.
- Designed the mobile app pages for delivery men and designed the interaction between the mobile app and the management system.
- Collaborated with developers to ensure the expected effects of pages function properly.
- Checked debug lists and communicated with developers to fix them.

PROJECTS

Potluck, an app for international students' on-campus dining needs

August 2016 - December 2016

- Designed and conducted research plans to understand the user needs.
- Brainstormed and decided the design idea based on the user needs.
- Prototyped design ideas with paper, Sketch and InVision.
- Designed and conducted usability testing.
- Led the team to complete final phases of the prototype & evaluation.

PhET Simulation, Sound research and design to solve accessibility issues of in-class educational applications.

August 2016 - December 2016

- Designed and conducted research to understand the scenarios and the flow of PhET Simulation (simulations of physical or chemical concepts).
- Assisted music technology students to design sounds for simulations.
- Designed and conducted the evaluation plan of this project.