ZIXIONG WEI

CONTACT

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EDUCATION

Carnegie Mellon University

B.A. in Human-Computer Interaction (HCI) and Architecture

Aug 2019 – May 2023

SKILLS

Design:

Storyboarding, Sketching, Prototyping, Wireframing, Visual Design, Interaction Design, Accessibility Design

User Research:

Surveys, Contextural Inquiry, Interview, Usability Studies, Evaluative & Generative Think-Aloud, Speed Dating, A/B Testing

Technical Tools:

Design: Adobe Creative Cloud, Sketch, Figma, Rhino, Grasshopper, Miro
Programming: Python, HTML, CSS, Javascript

EXPERIENCE

The Oh!Lab | Research Assistant
HCII(CMU), Pittsburgh, PA, September 2021 - Present

- Conducted a qualitative research on post-pandemic use of digital educational games in K-12 classrooms.
- Interviewed participants from public school faculties in Pittsburgh.
- Evaluated knowledge elicitation strategies of current educational games and proposed potential schemes for future development.

"VisualIt!" | UX Researcher, UX Designer
October 2021 - December 2021

- Led UX research on users' awareness of algorithmic bias across platforms.
- Identified design schemes for in-app features that educate users on biases they might encounter using social media.
- Prototyped a pop-up on Instagram that helps users identify biases and enhances the reporting experience.

Great Falls National Park | Architectural Designer
January 2021 - May 2021

- Conducted research on the physical context of Great Falls National park to define client needs and ideate strategies.
- Produced digital visualizations of site contexts.
- Designed and rendered a conceptual model of visitor shelter clusters and additional programs.

Pioneer Academics | Research Assistant
February 2018 - July 2018

- Led a comparative study of Antoni Gaudi's Modernisme architecture in Barcelona, collaborating with faculty from Columbia University.
- Published a research paper on the Pioneer Academics research journal.