Contact

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📍 Skovbrynet 2F, 2800, Lyngby

🗔 **Portfolio**

in **Linkedin**

Skills

UX Design
Design Systems, Wireframing & Prototyping, User Research, Usability Testing, Accessible Design, User Journey, User Flow.

UI Design
Atomic Design, Responsive and Adaptive Design, Data Visualization, Typography.

Software & Tools
Figma, Notion, Miro, Adobe Photoshop & Illustrator, Excel, Chat GPT, Cursor, Claude, Github, Google Analysis.

Front-end Dev & Web Dev
HTML5, CSS, JavaScript, TypeScript, React. Webflow, WordPress.

Others
Project Management, Agile methodologies, Scrum, Data Analysis, Python.

Education

2022.2- 2024.7
Technical University of Denmark
- Master's in Design & Innovation
(Digital Innovation & User Experience)

2016.9- 2020.6
China University of Mining and Technology
- Bachelor's in Industrial Design

Ziwei Chen - Product Designer

About Me

- A digital product Designer with a strong foundation in UX&UI design, Experienced in app, web, SaaS, and VR projects across blockchain, supply chain, and accessibility-focused work.
- A collaborative communicator with expertise in research, design, marketing and coding for seamless teamwork.
- An explorer driven by curiosity and a passion for learning new technologies.

Work Experience

Creative Designer & UX Designer (Internship) 02/12/2024 - Present

Traced System (part of ChromaWay) 📍 Copenhagen, Denmark

- Conducted competitive analysis, designed wireframes and UI, and implemented Traced Systems website.
- Conducting a UX audit, user research, designing, evaluating, and optimizing prototypes and UI visuals for the MVP SaaS solution and mobile app.
- Supporting the marketing team by producing visual content and brand assets.

Tools & Technologies: Figma, Miro, Notion, HTML, CSS, TypeScript, React, Lovable.dev, GitHub, Netlify, Google Analytics, Photoshop.

UX Designer 08/2021 - 12/2021

Geekplus Technology Co.,Ltd 📍 Beijing, China

- Contributed to the design of **SaaS products** for retail and supply chain industries, creating prototypes, design systems, and UI components.
- Applied **agile methodologies** to collaborate closely with developers, creating **design specifications and guidelines** for implementation.

Projects View Portfolio

VR Fitness & Rehab Platform (Graduation project) 2024.02 - 2024.06

Maglemosen School & DTU management 📍 Copenhagen, Denmark

- Designed **dashboards** and a **VR platform** for fitness aimed at individuals with upper-limb impairments, adhering to WCAG guidelines.
- Managed the UX design process and collaborated with developers to implement the **MVP**.
- Improved the usability and accessibility by conducting **usability testing** in the special school.

NYC Restaurant Inspection Data Visualization 2023.02 - 2023.05

DTU IMM/CS 📍 Copenhagen, Denmark

- **Analyzed and visualized** inspection data for 27,000+ restaurants in New York City using Python, identifying trends to enhance food safety and quality.
- Created **interactive maps and dashboards** to empower inspectors and support restaurant owners in identifying risks, improving compliance, and refining operations.

Sustainable Heating System Recycling Solution 2022.02 - 2022.05

Viessmann Group & DTU management 📍 Copenhagen, Denmark

- Developed **a sustainable solution** for recycling, reusing, and remanufacturing old heating systems in collaboration with Viessmann Group.
- Designed a supporting system, including a website and app, to enhance process efficiency.

Language

English (professional), Chinese (native), Danish (beginner).