Contact

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📍 Skovbrynet 2F, 2800, Lyngby

🗂️ **Portfolio**

in **Linkedin**

Skills

Frontend Development
HTML, CSS, JavaScript, TypeScript, React, Bootstrap, Tailwind CSS, Shadcn.

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

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

Softwares & Tools
Github, Figma, Miro, Notion, WordPress, Webflow, Adobe Photoshop & Illustrator, Google Analytics, Excel, Chat GPT, Cursor.

Others
Agile methodologies, Scrum, Data Analysis, Project Management, 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 - UI/UX Engineer

About Me

- A Full-stack Designer with a strong foundation in frontend development and design, balancing functionality and aesthetics.
- 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 & 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

Road Management Platform — 2023.09 - 2023.12
DTU IMM/CS & LiRA 📍 Copenhagen, Denmark

- As a **front-end developer**, collaborated with other developers and stakeholders to implement essential functionalities, transforming raw data into an operational tool for road maintenance.
- Developed UI components for a road management platform as part of the LiRA project.

Tools & Technologies: CSS, TypeScript, React, Next.js, GitHub.

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.

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).