

YUAN ZHOU

Seeking UX Designer Internship for Summer 2019

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EDUCATION

- Georgia Institute of Technology** *Expected May 2020*
Master of Science in Human-Computer Interaction
- Parsons The New School for Design** *July 2018*
Course: Design and Management, College and Adult Level
- Tsinghua University** *Aug 2014 - Aug 2018*
Bachelor of Engineering in Electronic Engineering

PROJECTS

- UX Designer + Researcher** *Aug 2018 - Dec 2018*
Task Helper: An enterprise mobile app for Home Depot in-store associates and managers to have better tasking communication and collaboration
- Finalized the user flow and led ideation, wireframing and prototyping
 - Presented research findings and the final design to Home Depot UX team
- UX Designer + Researcher** *Aug 2016 - Dec 2016*
TRIO: A foot-controlled portable device serving as a mute metronome and a page turner to enhance musician's instrument playing experience
- Conducted research through observation & interviews
 - Conducted brainstorm session and designed key features
 - Won the **Third Prize** of GIX Innovation Competition (Top 10 of 200)

EXPERIENCE

- Interaction Designer** *Jan 2017 - July 2018*
GIX (Global Innovation Exchange) Lab
- Designed and demonstrated 14 application scenarios for indoor environment using RFID-based sensing techniques in the domain of event detection, energy monitoring, fitness tracking, human behavior tracking, and control
 - Sketched and prototyped using cardboard and 3D printing in fast iteration
 - Won **Best Paper Runner-Up** in SmartComp, for the Paper BitID (2nd/140)
- UX Designer + Researcher** *July 2017 - Oct 2017*
School of Information, University of Michigan
- Designed an asynchronous code explanation tool for programmers of all skill levels to communicate more easily about code
 - Designed and developed a Chrome extension to modify code on current tab
 - Usability test showed our system requires a minimal learning curve and reduced overall coding task time significantly

SKILLS

- UX Design**
- Ideation
 - Sketching
 - Wireframing
 - Paper Prototyping
 - Info Visualization
 - Design Thinking
- UX Research**
- Surveys
 - Interviews
 - Contextual Inquiry
 - Focus Groups
 - Usability Testing
 - Task Analysis
 - Affinity Diagrams
 - Personas
 - Empathy mapping
 - Storyboarding
 - Inferential Statics

TOOLS

- Design**
- Sketch
 - InVision
 - Illustrator
 - Photoshop
 - Premiere
- Programming**
- JavaScript
 - HTML
 - CSS
 - Java
 - C/C++/C#
 - Arduino
 - Matlab