Zhiyuan Zhang

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EDUCATION

University of Michigan   Aug 2021 - Apr 2023
M.S. Information | Track: UX Design and Agile Development   GPA: 4.0/4.0
Courses: Interaction Design, Advanced Graphic Design, Contextual Inquiry, Needs Assessment and Usability Evaluation, Accessible and Responsive Web Design, App Development, AR/VR, Online Communities, etc.

Shanghai Jiao Tong University   Sep 2018 - Aug 2022
B.S. Electrical and Computer Engineering | Minor in Computer Science | Minor in Data Science   GPA: 3.5/4.0
Courses: System Design and Manufacturing, Software Engineering, Data Structure and Algorithms, Probabilistic Methods in Eng., Artificial Intelligence, Computational Methods for Statistics and Data Science, etc.

WORK EXPERIENCE

Neon Financial Inc.   Chicago, IL (Remote)
UI Designer and Frontend Intern   Jan 2023 - Mar 2023
- Refine wireframes and prototypes for a high-growth SaaS application that directly faces customers
- Maintain and develop design system and components
- Build responsive and accessible front-end application using Ruby on Rails, HTML and SCSS

City of Lansing   Lansing, MI
UX Design Intern   June 2022 - Aug 2022
- Conducted competitive analyses, 15+ stakeholder interviews, 5 user interviews and field/anecdotal researches to deeply understand the Fats, Oils and Grease (FOG) problems at Lansing
- Designed a FOG program that can reduce 2/3 of the city's original cleaning and laboring cost on FOG
- Created two digital prototypes using Figma, including an educational website and a management tool to support restaurants owners with knowledge and savings

PROJECT EXPERIENCE

Connected - Remote Working IoT Design   May 2022 - Aug 2022
UX Designer & Researcher (Course)
- Conducted survey, diary study and user enactments to learn the needs and wants of remote workers
- Designed an IoT prototype using Figma and Photon that connects remote workers with each other

Lemur Conservation Network Website Redesign (UMSI Design Clinic)   Jan 2022 - Apr 2022
UX Researcher & Designer; Client: Lemur Conservation Network
- Conducted 3 usability tests and compared 3 competitive websites
- Interviewed 5 actual users and analyzed 50+ survey responses to learn user behavior and motivation
- Improved usability by adjusting website structure and information architecture using Figma

Habby - Online Communities Design (UMSI)   Mar 2022 - Apr 2022
UX Designer (Course Project)
- Designed an online community to help young people form healthy habits and improve their well-being
- Created wireframes, prototypes and design system for the communities and interactions using Figma

CourseCompass - Interaction Design (UMSI)   Sep 2021 - Dec 2021
UX Researcher & Designer (Course Project)
- Discovered a problem faced by students via background research and competitive analysis
- Empathized with users through 5 interviews, storyboards, scenarios and journey maps
- Built and iterated digital prototypes based on story maps, user-flow diagrams and usability tests using Adobe XD

SKILLS

Design: UI/UX Design, Graphic Design, Interaction Design, UX Research, Wireframing, Prototyping
Programming: JavaScript, Python, C/C++, HTML/CSS, R, SQL, Ruby
Software: Figma, Adobe Illustrator, Adobe Photoshop, Adobe XD