



XIAOJIE (ALICE) ZENG

UI / UX DESIGNER

CONTACT

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🌐 <http://people.rit.edu/xz1266/Portfolio/>

SKILLS

- Heuristics Evaluation
- Contextual Inquiry
- Data Analysis
- Information Architecture
- User Profile & Persona
- Sketches
- Wireframing
- Prototyping
- Visual Mockups
- Mobile App Design
- Website Design
- Usability Testing
- Adobe Photoshop
- InVision
- Balsamiq
- Cordova
- Ionic
- HTML / CSS
- JavaScript
- Swift 1.0 / 2.0
- Java
- C / C++
- OpenGL
- OpenCV

UI / UX designer who is enthusiastic and creative, dedicated in implementing inspiring ideas into real life, designing for aesthetics, emotion, and experience.

LOOKING FOR FULL-TIME UX/UI DESIGNER POSITION IN FALL 2016

EDUCATION

HUMAN COMPUTER INTERACTION

Master of Science, Rochester Institute of Technology

Aug. 2014 - July, 2016

GPA: 3.86 / 4.00

MULTIMEDIA TELECOMMUNICATION

Bachelor of Science, Queen Mary University of London

Spet. 2010 - June, 2015

First Class Honor

TELECOMMUNICATION ENGINEERING WITH MANAGEMENT

Bachelor of Science, Beijing University of Posts and Telecoms

Spet. 2010 - June, 2015

COURSES

Mobile App Development, Mobile Design, HCI with Mobile Devices, User-Centered Design, Information and Interaction Design, Usability Testing, Interactive Media Design and Production, Multimedia System

PROJECTS

AK101: MOBILE ADDICTION KILLER APP

Prof. Daniel Ashbrook, Rochester Institute of Technology

Sept. 2015 - Present

Design and develop an Android application for reducing usage time users spend on mobile devices by using cost of response strategies, such as different levels of physical exercises. Responsible for logo design, information architecture, wireframe, prototype, user study, and video design.

INSTALIST: GROCERIES SHOPPING APP

Rochester Institute of Technology

Feb. 2015 - June, 2015

Design and prototype a mobile groceries shopping application which provides users with an easy and convenient way to create their shopping lists.

MY MOMENTS: USABILITY TESTING

Kodak Alaris, Rochester

Jan. 2015 - May, 2015

Evaluate My Moments application, design and carry out a usability testing, test a prototype, collect data from participants, analyze data, and propose enhancement strategies.

SKINNABLE IOT DEVICES

FET Lab, Rochester Institute of Technology

Oct. 2014 - Feb. 2015

Research on how users easily customize and personalize fabricated IoT devices, design a system to help users arrange modules inside containers and 3D print out.

TECHNOLOGIES USED BY BIOMEDICAL PHOTOGRAPHERS RESEARCH

Prof. Vicki Hanson, Rochester Institute of Technology

Sept. 2014 - Dec. 2014

Research on user experience of what software biomedical photographers use, how they use it, the difficulties to use, and where should improvements be made in software. Design research methods and developed the proposal.

INTELLIGENT HISTOLOGY IMAGE ANNOTATION SOFTWARE

Prof. Qianni Zhang, Queen Mary University of London

Nov. 2013 - June, 2014

Research on user experience of histology image annotation tools. Design and implement a new image processing algorithm & software UI, which help users effectively mark the cancerous regions and make annotations on the histology images.

EXPERIENCE

TEACHING ASSISTANT

HCIN-620 Information and Interaction Design, Rochester Institute of Technology

Sept. 2015 - Present

Assist the professor in aiding students with problems faced with design, sketches, and prototyping. Grade students' homeworks and small projects.

RESEARCH ASSISTANT

FET Lab, Rochester Institute of Technology

Sept. 2014 - Present

Research on how users easily customize and personalize fabricated IoT devices, design a system to help users arrange modules inside any containers and 3D print out. Design and develop an application to help users reduce amount of time spent on smartphones.

INTERACTION DESIGNER INTERN

Chongqing TV, Chongqing, China

June 2014 - Aug. 2014

Design interactions for a digital TV program. Edit scripts and post-production.