



Zheru Jiang

UX Designer

Seeking 2018 Summer Internship

Portfolio <http://zherujiang.com/>
Email emmajiang@gatech.edu
Mobile 404 345 2801

WORK EXPERIENCE

Georgia Institute of Technology IISP Graduate Assistant

Jan 2018 - Present

Design the **web application** of Operational System at the Institute for Information Security & Privacy (IISP). Responsible for the modification of system structure and redesign of system interface.

- **Visualize** day-to-day transaction data to generate high level insights.
- Design better tools for network monitoring, including inventory tracking, integrated configuration, parallel timelines.
- **Optimize information architecture** based on user cognition model.
- Communicate with industry stakeholders about system requirements.
- Deliver **function specification, wireframes, hi-fidelity designs** and coordinate with developers.

Ether Cars E-Commerce UX Designer

Mar 2017 - May 2017

Redesigned user portal of the company's **mobile platform on WeChat** to build better customer relationship and improve usability.

- Discussed platform strategy with CEO and rebuilt rewarding system of the virtual currency.
- Created **interaction flows, wireframes and visuals** for UI design.
- Communicated with developers about requirements and **followed up with development**.

Tencent Technology Product Designer

Jul 2016 - Sep 2016

Designed new features on subscription account's homepage for the new release of **mobile QQ**. Took parts in product design reviews of *red dots, focus*.

- Integrated feeds to account homepage, transformed it to content-rich communication portal.
- **Customized modules**, amplified media compatibility to attract diversified accounts.
- Migrated new design to existing framework and **established layout patterns** with UI team.

PROJECTS

PopSign | Center for Accessible Technology in Sign, GIT

Feb 2018 - Present

A mobile game designed to teach adults (mostly parents) American Sign Language (ASL) for the purpose of **educating and communicating with their deaf children**. The app **gamifies learning** and reinforces vocabulary memory by engaging them in bubble shooting game.

- Create combination of vocabulary and **illustration** to enhance memorization.
- Design levels and between-level training.
- Design **game UI and interaction in Unity**.

CopyCat | Center for Accessible Technology in Sign, GIT

Feb 2018 - Present

A game which uses **computer vision (Kinect)** to help young deaf children acquire language skills with American Sign Language.

- Design plots, tasks and goals of the game based on ASL **gesture interaction**.
- Design and create **game interactions, visuals** of characters and scenes in **Unity**.

Crowdsourcing dog walking App | Georgia Tech

Sep 2017 - Dec 2017

- Conducted **user research** with urban dog owners to understand pain points.
- Designed features, structures, interactions, UI and created the **prototype**.
- Completed **expert and user evaluations**, test prototype in the wild.

EDUCATION

Georgia Institute of Technology

Aug 2017 - Sep 2019 (expected)

Master of Human Computer Interaction

National University of Singapore

Jan 2015 - May 2015

Exchange program in Industrial Design

Shanghai Jiao Tong University

Aug 2013 - Jun 2017

B.E. in Industrial Design

SKILLS

Creating Personas	Storyboarding
Journey Map	Prototyping
Interaction Design	Visual Design
Video Editing	3D Modeling

Interviews	Contextual Inquiry
Focus Group	Card Sorting
Survey	Heuristic Evaluation
Usability Testing	Affinity Diagram

HTML/CSS	Javascript (D3)
Basic Python	Processing
Arduino	

AWARDS

Outstanding Graduate of Shanghai

Award for **Top 3%** graduates in Shanghai
Jun 2017

Academic Excellence Scholarship

Nov 2016

Academic Excellence Scholarship

Nov 2015

National Scholarship

Nov 2014

Award for **Top 0.2%** students in China

INTERESTS

Contextual Computing | Data Visualization
Augmented Reality | Healthcare
Accessible Design