

Jiamo (Iris) ZHANG

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA

09/2023 - Expected Grad. 05/2025

Master's in: *Entertainment Technology*

University of Edinburgh, Edinburgh, UK

09/2019 - 05/2022

Bachelor of Arts in: *Architecture*

PROFESSIONAL EXPERIENCE

POIZON

Shanghai, China

UX Design Intern

04/2023 - 08/2023

- Completed the competitor analysis and user research and designed persona and storyboard, together with the conceptualization of creative solutions and landing strategy of the gift card upgrade project.
- Presented the project pitch to the product managers and stakeholders.
- Collaborated closely with cross-functional teams, including product managers, developers, and stakeholders, to create low and high-fidelity interface designs in Figma that cater to the needs of the diverse user base.
- Supported the development of design component specifications of the mobile app and POIZON website.

Atelier One and Many

Shanghai, China

Design Intern

06/2021 - 08/2021

- Designed, developed, and ensured the on-time and on-budget delivery of a pop-up space including an exhibition wall with seats, shelves, lights, and decorations for a startup, House of C, as part of a 4-person team.
- Liaised with 12 manufacturers to source the material supply for curved corrugated sheets used within the exhibition structure and negotiated with the client and manufacturers to determine design details and pricing.
- Developed diagrams and axonometric drawings for the studio's official website and created presentations.

Atelier Z+

Shanghai, China

Design Intern

06/2020 - 08/2020

- Developed a digital design solution for the spatial arrangement of a local exhibition by designing engaging banners, posts, and brochures to promote the studio.

ACADEMIC PROJECTS

Beyond Touch | Apple

01/2024 - Present

UX Designer for social gameplay experiences that leverage the onboard hardware of the Apple Watch.

- Worked in a 6-person team to build social gameplay experiences for the client from Apple.
- Drove the design process, from early vision concepts to wireframes.
- Organized playtests and built and updated the project website during the design process.

Horror Ride

11/2023

Artist for a VR game built using Unity in two weeks.

- Worked in a 5-person team to build the VR game using Quest 3 and Egg chair.
- Created the elevator scene, the wheelchair, the monster animation and other props in the game.
- Rigged and animated the monster with the other artist in the group.

PERSONAL SKILLS & OTHERS

Software: Adobe Creative Cloud (InDesign, Photoshop, Illustrator, After Effects, Premiere Pro), Figma, Maya, Unity, Substance 3D Painter, Rhino, KeyShot, Grasshopper, Arduino, Microsoft Office Suite (Excel, PowerPoint, Word)

Other Skills: 3D Modelling, Graphic Design, User Personas, UI/UX Design, Interactive Experience, Architectural Design, CAD Drawing, Rigging, Animation, Space Planning, Site Analysis, Precedent Research, Hand Drawing & Sketching

Language: English, Mandarin