

SHIXI ZHANG

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center 2023.08-2025.05

Master of in Entertainment Technology

UNIVERSITY OF WASHINGTON, SCHOOL OF PUBLIC HEALTH 2019.09-2023.03

Bachelor of Arts in Food Systems, Nutrition, and Health

- Dean's List, Annually Dean's List, Golden Beet Award, Honor Society

PROFESSIONAL EXPERIENCE

URBAN YOGIS New York, NY

UX Design and Interaction Design Intern June 2022 – September 2022

- Standardized visual language for drawing sets, including color palette, visual components, and typography, across more than 5 commercial and residential projects.
- Revised more than 10 interaction-friendly websites with the team.
- Represented design team in weekly progress with more than 10 clients.

TIANJIN HCI SCHOOL Tianjin, China

UX Design Intern June 2021 – August 2021

- Designed widely used web and mobile products with average daily visits of 50 million.
- Focused on detail-oriented design coupled with user research.
- Learned about the needs of potential stakeholders and built revised information architecture.

TIANJIN CENTERS FOR DISEASE CONTROL AND PREVENTION Tianjin, China

Summer Intern June 2020 – September 2020

- Reviewed diverse organizational problems to assess concerns with workflows, communication, and cost controls.
- Assisted with organizing and managing databases and drafting correspondence.
- Collaborated with the COVID-19 vaccination team to establish and enhance procedures for increasing efficiency and labor investment.

PROJECTS

DAIITA July 2022 – Sept 2022

- Designed a health app that helps users eat healthily in a happy way. It guides users to find out the customized healthy eating plan for themselves.
Design Research | Tangible Interface | UX/UI Design

GOODFITS Aug 2022 – Sept 2022

- Created a virtual scanning app for feet and aimed to help users know better about their foot sizes in the most efficient way.
Speculative Service | Motion Graphics | Scanning User Interface | UX/UI Design

MAGIC VISION Oct 2022 – Dec 2022

- Produced an augmented reality product which helps users virtually place 3D landmark models in their own place.
Unity Coding | Augmented Reality (AR) | Scanning Target Picture | UX/UI Design

DON'T LOOK AT MY BOOBS Oct 2022 – Dec 2022

- Conducted a visual UX video product and contributed to a reflection session for people about school sexual harassment.
Visual UX | Motion Graphics | Motion Video | Shooting Scripts

SKILLS & TOOLS

TECHNICAL: HTML, CSS, JAVASCRIPT, R STUDIO, ATOM

TOOLS: R Studio, Microsoft Office, Figma, Adobe Photoshop, Adobe Illustrator, Adobe Audition, Unity Hub, Unity, XD, Sketch

DESIGN: UX/UI DESIGN, INTERACTION DESIGN, STORYBOARDING, WIREFRAMING, USER PERSONA, JOURNEY MAPPING, INFORMATION ARCHITECTURE, DATA VISUALIZATION

RESEARCH: SURVEY DESIGN, USER INTERVIEW, USABILITY TESTING, AFFINITY MAPPING, COMPETITIVE ANALYSIS

LANGUAGE: Mandarin Chinese, English (bilingual)