

Junzhu Zhang

Product Designer || UX Designer

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New York, NY, US

I'm a recent NYU master's graduate with a background in graphic and UX design with experience at Microsoft, Google, and others. Adaptable and diverse in skills from front-end development to art and design, I'm a quick learner and deep thinker that always eager to embrace new technologies. I'm highly self-driven and can effectively collaborate within diverse cross-functional teams.

Education

New York University

M.P.S Sep 2020 - May 2023

Interactive Telecommunications Program (ITP)

Tsinghua University

B.A Sep 2016 - Jun 2020

Visual Communication Design
GPA:3.87/4.00

Skills

Advanced

UX Design

Visual Design

Experienced

Front-End Development

Tools

Advanced

Adobe Creative Suite

Figma

JavaScript/ HTML/ CSS

Experienced

Unity/ Unreal

Blender/ Rhino

Node.js/jQuery/Handlebars

React.js

Awards

GDC Award 21 Silver Award

(student group, The most influential and authoritative graphic award in the Asian Region)

YD International Design -

Good Design Award 2021

First Prize (student group)

Professional Experience

iHealth Labs, Sunnyvale

Jun 2023 - Sep 2023

UI/UX Intern

Joined as an intern, gained recognition, and handled works typically requiring 5 years of experience. Conducting comprehensive user research, collaborating with cross-functional teams. Transforming abstract ideas into tangible solutions.

Accomplishments:

- Delivered five detailed reports covering data analysis, usability evaluations, and user interviews
- Designed two new features by creating wireframes and prototypes

Google Summer of Code, New York

Jun 2022 - Sep 2022

Student Contributor - UX Designer

Responsible for front-end updating of the p5.js web page GitHub as a student contributor. Redesigned the user flow and UI by managing user research and working with product managers and software developers.

Accomplishments:

- Developed two new features for the Teach Page
- Updated 12 posts from educators and learners worldwide
- Increased Teach Page views and enabling more viewers to contribute
- Boosted participant engagement by 160% compared to previous year

Microsoft Research Lab - Asia, Beijing

Mar 2021 - Nov 2021

UX Design Intern

Managed user research and UX enhancements for open-source projects (NNI and OpenPAI). Designed user-friendly interfaces, including educational game UI in Minecraft. Orchestrated user journeys for Microsoft's New Media Project at Center-One showroom. Devised illustrations, posters, and covers for scientific purposes to assist research teams.

Accomplishments:

- Supported two version releases of open source software
- Enhanced NNI UI, resulting in a 19% increase in user satisfaction.
- Successfully delivered two updated versions of educational product
- Facilitated an internal product fair to share insights with colleagues
- Published an illustration in Advanced Theory and Simulations.
- Recognized for exceptional performance: Extended internship, "Star of Future" intern award, entrusted with intern recommendations, and received a return invitation.

National Museum of China, Beijing

Jul 2020 - Aug 2020

Experience Designer Intern

Collaborated with outsourcing teams for exhibition design, employing strategy insights, experience flow design, and visual system creation.

Accomplishments:

- Created six animation courses and three hands-on learning programs.
- Led immersive exhibition design for poverty alleviation, leaving a lasting impact on visitors.