

JUNZHU ZHANG

+1(347)331-8877 ◊ New York, NY ◊ jz4314@nyu.edu ◊ [Linkedin](#) ◊ [Portfolio](#)

EDUCATION

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| M.S. in Computer Science , Monroe University | 2024 - Present |
| M.P.S of Interactive Telecommunications Program , (Multimedia Design), New York University | 2020 - 2023 |
| B.A of Visual Communication Design , (Graphic & Digital Media), Tsinghua University | 2016 - 2020 |

PROFESSIONAL EXPERIENCE

Interactive Technologist Sept. 2024 - Jan. 2025
Future Gadgets INC. (Startup) Remote, US

Contributed to the design and development of two AI-driven mobile products, collaborating with engineers on development and creating prototypes validated through user testing.

- Designed core features and supported framework development for Product 1 and enhanced user interactions based on early testing insights.
- Developed 10 prototypes for Product 2, validated through user feedback.

Product Team - Intern Jun. 2023 - Sept. 2023
iHealth Labs Sunnyvale, CA

Joined as an intern, gained recognition, and handled works typically requiring years of experience. Conduct comprehensive user research, collaborating with cross-functional teams. Address complex tasks through research and transform abstract ideas into creative, thoughtful solutions.

- Delivered five reports on data analysis, usability studies, user interviews, user models, and journey mapping.
- Designed two new features by creating wireframes and prototypes.

Contributor - Product Designer Jun. 2022 - Sept. 2022
Google Summer of Code (with Processing Foundation) New York, NY

Responsible for front-end updating of the p5.js web page as a contributor. Redesigned the user flow and usable interfaces by managing user research and working with product managers, engineers, and stakeholders.

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

UI/UX Design Intern Mar. 2021 - Nov. 2021
Microsoft MSRA Beijing, China

Managed user research and UX for open-source projects (NNI, OpenPAI). Designed user-friendly interfaces. Planned an educational product in Minecraft. Created storyboards, mock-ups for Microsoft's New Media Project at Center-One showroom. Designed illustrations, posters, and covers to support research teams.

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

HONORS & AWARDS

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|---|-------------|
| • Game Off Graphic Top 2% | 2023 |
| • GDC Award Silver Award (One of most influential and authoritative graphic award in Asian) | 2021 |
| • YD International Design - Good Design Award First Prize | 2021 |
| • First Prize Scholarship of Outstanding Students | 2018 & 2019 |

SKILLS

Technical skills UX Design, Visual Design, Motion Graphic, Adobe Creative Suite, Figma, JavaScript/ HTML/ CSS, Unity/ Unreal/ Blender, Node.js/jQuery/React.js

Languages English, Mandarin, Japanese