

# Junzhu Zhang

Product Designer

<https://www.linkedin.com/in/gracia-junzhu-zhang/>

<https://www.gracia-zhang.design/>

347.331.8877 || [gracia.jz.zhang@gmail.com](mailto:gracia.jz.zhang@gmail.com)

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 Summer of Code, 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 bring new technologies and vision to life, make an impact on users. I'm highly self-driven and can effectively collaborate within diverse cross-functional teams.

## Education

### New York University

Sep 2020 - May 2023

M.P.S of Interactive Telecommunications Program (ITP, Web and Multimedia Interactive Design)

### Tsinghua University

Sep 2016 - Jun 2020

B.A of Visual Communication Design(Graphic & Digital Media) GPA:3.87/4.00(Top 1)

## Professional Experience

### iHealth Labs, Sunnyvale Product Team - Intern

Jun 2023 - Sep 2023

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.

- Accomplishments:**
- Delivered five detailed reports covering data analysis, usability studies, user interviews, user model define and journey mapping
  - Designed two new features by creating wireframes and prototypes

### Google Summer of Code, New York

Contributor - Product Designer

Jun 2022 - Sep 2022

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.

- 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 MSRA, Beijing

UI/UX Design Intern

Mar 2021 - Nov 2021

Managed user research and UX enhancements for open-source projects (NNI and OpenPAI). Designed user-friendly interfaces. Define and plan educational product in Minecraft. Orchestrated storyboards, mockups 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 on 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

Experience Designer Intern

Jul 2020 - Aug 2020

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 Rural Tour, leaving a lasting impact on visitors

## Awards

**Game Off 2023 Graphic Top 2%**

**GDC Award 21 Silver Award**

(One of most influential and authoritative graphic award in Asian)

**YD International Design - Good Design**

**Award 2021 First Prize**

## Skills

**Expert**

UX Design

Visual Design

**Experienced**

Front-End Development

Motion Graphic

## Tools

**Expert**

Adobe Creative Suite/Photoshop/Illustrator

Figma

JavaScript/ HTML/ CSS

**Experienced**

Unity/ Unreal/ Blender

Node.js/jQuery/React.js