

# 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 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

M.P.S Sep 2020 - May 2023  
Interactive Telecommunications Program (ITP, Web and Multimedia Interactive Design)

### Tsinghua University

B.A Sep 2016 - Jun 2020  
Visual Communication Design (Graphic & Digital Media)  
GPA:3.87/4.00(Top 1)

## Skills

### Expert

UX Design  
Visual Design

### Experienced

Front-End Development  
Motion Graphic

## Tools

### Expert

Adobe Creative Suite  
Photoshop/Illustrator  
Figma/XD  
JavaScript/ HTML/ CSS

### Experienced

Unity/ Unreal  
Node.js/jQuery/Handlebars  
React.js  
Blender/Rhino

## Awards

**GDC Award 21 Silver Award**  
(student group, 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 Product Team - UI/UX Intern

Joined as an intern, gained recognition, and handled works typically requiring 5 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 Jun 2022 - Sep 2022 Contributor - UX Designer

Responsible for front-end updating of the p5.js web page as a student 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 Mar 2021 - Nov 2021 UX Design Intern

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 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