### jiayijoyzh@gmail.com156.0176.9016

#### SUMMARY OF QUALIFICATIONS

- Over 5 years of hands-on work experience in design.
- Practice of user-centered design principles based on user needs and business goals.
- Experience in user interface design and rapid prototyping for desktop and mobile applications.
- Experience in collaborating with product manager, business analyst, content specialist, developers and other designers.
- Front-end development in HTML, Sass, CSS and JavaScript.

#### PROFESSIONAL EXPERIENCE

## Course Hero | Redwood City, CA UX Designer

Nov 2015 - Nov 2016

Drove the end- to-end user experience and visual design for proprietary content product. Worked in an interdisciplinary project team to build user-centered designs. Worked on all aspects of the product lifecycle from user research, wireframe to hi-fi prototype and front-end development. Set up UI kit to define visual language for new branding.

# Titto | Seattle, WA UX Designer

Dec 2014 - Oct 2015

Worked closely with stakeholders, users and marketing team to identify user and business goals. Set the creative direction for both mobile app and website. Generated wireframes and redesigned user interface for titto app. Partnered with developers to create a fully functional product.

#### Callison LLC | Seattle, WA Associate/Senior Architect

June 2013 - Mar 2015

Designed variety of commercial projects, including office tower, mixed-use, residential and master plans, ranging from 50,000 SF- 2 Million SF. Work extensively in both U.S. and China offices to coordinate China team, client and consultants. Led design development phase and mentored junior designers.

#### Callison LLC | Seattle, WA Associate/Junior Architect

July 2011 - June 2013

Developed floor plans, building façade, and technical details from concept through design development phases. Produced hand sketches, 3D models, CAD drawings and renderings.

## **Skidmore, Owings & Merrill LLP** | Chicago, IL Summer Intern

June 2010 - Sep 2010

Worked directly with the lead architect to develop concept design. Generated 3D models and renderings. Produced architectural drawings and presentation documents.

#### **EDUCATION**

### University of Michigan

Master of Architecture 2009 - 2011

#### **Hunan University**

Bachelor of Architecture 2004 - 2009

#### CONTINUING STUDY

#### **General Assembly**

User Experience Design May 2015 - July 2015

#### **SKILLS**

Contextual Inquiry
Persona and Scenario
Wireframing
Interaction Design
Visual Design
Prototyping
Usability Testing

#### TOOLS

Sketch
Photoshop
Illustrator
Indesign
Principle
Flinto
AfterEffects
Axure RP
Invision
Keynote
Git
Phpstorm

#### PROGRAMMING

HTML Sass & CSS JavaScript JQuery