

Xiao Zhang

Education.

Harvard University, Graduate School of Design 2015-2018

Master in Design Studies, Technology, 2018

Master in Urban Design, 2018

Related courses: CS 179: Design of Useful and Usable Interactive Systems, SCI 6338: Introduction to Computational Design, MAS.S70 (MIT): Applied Data Visualization, CS 171: Data Visualization, COMPSI 109A/B: Data Science

Southwest Jiaotong University, China 2010-2015

Bachelor of Architecture, 2015

Experience.

User Experience Designer 07/2018 - Current

dataxu, Inc., Boston, MA

- Design a new interface for one of the world largest advertising technology platforms that serves advertisers and ad agencies across all channels, including TV.
- Evaluate business requirements, and design data visualization to create analytically solutions
 - Conduct user experience research to find user needs and pain points
 - Produce new prototypes, storyboards and workflows
 - Design a data visualization report tool using Business Intelligence Software
 - Collaborate with multiple engineering and product teams
 - Participate in user tests for design iterations

Research Associate, Website Design 05/2018 - 12/2018

Harvard Graduate School of Design, Cambridge, MA

- www.phantom-urbanism.com
- Collected, cleaned and interpreted geo-spatial data with researchers at Harvard and staff at the Office for Metropolitan Architecture
 - Designed intuitive and interactive data visualizations and implemented on the website using Javascript, HTML, css and php

User Experience Design Intern 05/2018- 07/2018

Joro, Cambridge, MA

- Defined requirements for Joro's app that aims at promoting sustainable lifestyles using user-centered design principles
- Iteratively deisgned and developed smartphone app and website prototypes
- Prepared demos and visual designs for investors using XD

Research Assistant, Interaction Design 02/2018 - 04/2018

Harvard Center for Green Buildings and Cities, Cambridge, MA

- Prepared for an exhibition of the HouseZero project (<http://harvardcgbc.org/research/housezero/>) at Harvard
- Designed prototypes for a multi-touch interface
- Developed an app to showcase a 3D house model with interactive Graphic User Interface using Unity

Contact.

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Skills.

UX Design

User-Centered Design
Interviews & Surveys
Information Architecture
Journey Mapping
Storyboarding
Persona & Scenarios
Wireframes & Prototypes
Usability Testing
A/B Testing
Agile Development

Tools

Adobe Creative Suite
Axure
balsamiq
XD
Figma
Sketch
Principle
Tableau
GoodData
GIS
Unity

Programming

HTML, CSS
Javascript, d3.js
Python
R
SQL
#C