



CLAIRE ZHOU

Interaction Designer

PORTFOLIO

<https://clairezhou.space>

E-MAIL

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PHONE

415-272-5877

LOCATION

San Francisco

SKILLS

SOFTWARE

Adobe Creative Suite

IBM SPSS

InVision

Keyshot

Principle

RapidMiner Studio

Rhino

Sketch

SketchUp

DESIGN

Branding

Illustration

Service Design

Storyboarding

Wireframing

RESEARCH

Affinity Diagrams

Competitor Analysis

Qualitative Research

Quantitative Research

Text Analysis

User Personas

LANGUAGES

English

Mandarin

HONOR

Faculty Honors Scholarship (CCA)

EDUCATION

MAY 2020 | CALIFORNIA COLLEGE OF THE ARTS | San Francisco, CA
SEP 2017 | BFA Interaction Design

JUN 2017 | JIANGNAN UNIVERSITY | Wuxi, China
SEP 2015 | Industrial Design
Transferred to CCA

EXPERIENCE

PRESENT | ADELIE HEALTH | Chicago, ILL
SEP 2019 | UX Design/Research Intern

Conduct user interviews and analyze user feedback to improve the design of Routine Ninja. And liaise with engineers to communicate required iterations to app build.

PRESENT | NETGEAR | San Jose, CA
MAY 2019 | UX Design/Research Intern

Work on competitive analysis, surveys, customer interviews and usability tests for NETGEAR Insight. Collaborate with teams of other designers, researchers, engineers, marketing specialists, and product managers throughout the design process from researching, creating user flows and wireframes to building user interface mockups.

JAN 2019 | YOUSPACE INC. | Santa Clara, CA
NOV 2018 | UX/UI Design Intern

Designed wireframes and user flow for YouSpace IoT Hub. Ran 10+ times of usability tests and conducted 3+ product iterations. Improved the functionality of YouSpace TEK, an AI toolkit use motion capture technology.

AUG 2018 | 58. COM INC. | Beijing, China
JUN 2018 | UX Design Intern

Discovered and leveraged customer insights to create better house sharing experiences. Set design principles for Fangfang project with the cross-functional team including data analysts, researchers, designers, and product managers.

PROJECT

May 2019 | IDEO | San Francisco, CA
Apr 2019 | Student Project Researcher

Supported IDEO with the sentiment analysis of the Purpose Project, a curriculum & digital platform that helps teenagers explore purposes.

Dec 2018 | HATCH | San Francisco, CA
Oct 2018 | Act as a CMO

Created a brand system and conducted market research for Hatch, a peer to peer skill sharing site/app. Followed lean start-up approach: MVP and rapid iterations.