



# XI (CLAIRE) ZHOU

## Interaction Designer

### EDUCATION

#### California College Of The Arts

San Francisco, CA | Sep. 2017 - May. 2020  
BFA Interaction Design (GPA: 3.69)

#### Jiangnan University

Wuxi, China | Sep. 2015 - June 2016  
BFA Product Design (transferred to CCA)

### CERTIFICATIONS

Python: Programming For Everybody  
Python 3 Programming Specialization (In Progress)

### SKILLS

#### Design

Information Architecture  
Rapid Prototyping  
Storyboarding  
User Flow  
Visual Design  
Wireframing

#### Research

Comparative Analysis  
Qualitative Research  
Quantitative Research  
Text Analysis  
User Personas  
Usability Testing

#### Software

Adobe Creative Suite  
IBM SPSS  
InVision  
Principle  
RapidMiner Studio  
Sketch  
SketchUp

#### Programming

Arduino  
CSS  
HTML  
JavaScript  
Python

### HONOR

Faculty Honors Scholarship (CCA)

### VOLUNTEER

#### In/Visible Talks

San Francisco, CA | Jan 2019  
Student Volunteer

<https://clairezhou.space>

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San Francisco, CA

### EXPERIENCE

#### NETGEAR | UX Researcher (contract)

San Jose, CA | May 2019 - Present

- Initially joining as an UX design intern, attaining promotion to a contractor z
- Coordinating multifaceted research, employing competitive analyses, surveys, interviews, and usability tests to gain insights, identify issues and pain points, implement changes, and accelerate improvement.
- Partnering with various stakeholders to define functional requirements and create actionable deliverables, user personas, and journey maps.
- Designing and creating wireframes, mock-ups, and prototypes across multiple iterations.

#### ADELIE HEALTH | UX Designer

Chicago, IL | Sep 2019 - May 2020

- Researched and designed features for the Routine Ninja application.
- Coordinated user experience and developed prototypes with engineers.
- Assessed findings to gain insights and evolved design iterations.

#### YOUSPACE INC. | UX/UI Design Intern

Santa Clara, CA | Nov 2018 - Jan 2019

- Diligently supported multidisciplinary dev team (Engineers, 3D Artists, Product Managers) in designing, developing, testing, and releasing abroad range of Mixed Reality applications.
- Conceptualized and introduced new features for the proprietary YouSpace TEK, an AI toolkit use motion capture technology.
- Defined information architecture and interaction design patterns for YouSpace IoT Hub. Led 3 product iterations by creating interactive wireframes, user flow diagrams, and usability testings.

#### 58. COM INC. | UX Design Intern

Beijing, China | Aug 2018 - Jun 2018

- Gathered and synthesized extensive volumes of data, assessing customer insights to outline issues.
- Set design principles for the Fangfang project and organized 3+ workshops with 60+ designers and stakeholders.

### PROJECTS

#### IDEO, 2019

Coordinated sentiment analysis for a curriculum & digital platform.

#### OZONE, 2019

Led the full design cycle of a flexible and versatile office space solution, presented in the 2019 San Francisco Design Week.

#### Hatch, 2018

Designed a peer-to-peer skills-exchange app in a lean start-up environment.