



# XI (CLAIRE) ZHOU

## Interaction Designer

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San Francisco, CA

### EDUCATION

#### Pursuing a Graduate Degree (Sept. 2021)

Human-Computer Interaction Design

#### California College of the Arts

San Francisco, CA | Sept. 2017 - May 2020

BFA Interaction Design (GPA: 3.696)

### 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)

### EXPERIENCE

#### Netgear | UX Designer/Researcher (Contract)

San Jose, CA | May 2019 - Present

- Initially joined as a UX design intern, attained promotion to a contractor.
- Coordinating multifaceted research, employing competitive analyses, surveys, interviews, and usability tests to gain insights, identify issues, implement changes, and accelerate UX 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 | Sept. 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 evolve design iterations.

#### Yospace 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 that uses 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 | June 2018 - Aug. 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 IDEO's curriculum & digital platform.

#### Ozone, 2019

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