



XI (CLAIRE) ZHOU

Interaction Designer

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San Francisco, CA

EDUCATION

University of Michigan

Ann Arbor, MI | Dec 2022

M.S Human – Computer Interaction Design

California College of the Arts

San Francisco, CA | May 2020

BFA Interaction Design

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

Figma

IBM SPSS

InVision

Principle

Sketch

SketchUp

Programming

Arduino

CSS

HTML

JavaScript

Python

HONOR

Faculty Honors Scholarship (CCA)

EXPERIENCE

Proofpoint | Product Design Intern

Sunnyvale, CA | June 2021 - Aug. 2021

- Supported the Proofpoint enterprise email security product team in the design of a new early-stage product. Worked closely with PMs, designers, and engineers from conception to early implementation.
- Assisted in UX research activities such as customer interviews.
- Collaborated with different teams to adopt Proofpoint's design system.

Netgear | UX Designer/Researcher (Contract)

San Jose, CA | May 2019 - May 2021

- Initially joined as a UX design intern, attained promotion to a contractor.
- Coordinated multifaceted research, employing competitive analyses, surveys, interviews, and usability tests to gain insights, identify issues, implement changes, and accelerate UX improvement.
- Partnered with 10+ stakeholders to define functional requirements and create actionable deliverables, user personas, and journey maps.
- Designed and created wireframes, mock-ups, and prototypes.

Adelie Health | UX Designer

Chicago, IL | Sept. 2019 - May 2020

- Designed an app that motivates teenagers to manage their Type 1 Diabetes by providing positive rewards.
- Created user flows, wireframes, and UI designs with the engineering team.

Yospace Inc. | UX/UI Design Intern

Santa Clara, CA | Nov. 2018 - Jan. 2019

- Conceptualized and introduced new features for the proprietary YouSpace TEK, an AI toolkit that uses motion capture technology.
- Diligently supported multidisciplinary dev team (Engineers, 3D Artists, Product Managers) in designing, developing, testing, and releasing abroad range of Mixed Reality applications.
- 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

- Developed product strategy with product and design team by conducting market research and customer interviews.
- Set design principles for the Fangfang project and organized 3+ ideation workshops with 60+ designers and stakeholders.