

# JINGYI ZHOU

## RESEARCH

### Independent Research

July 2017 - Oct. 2018

- Examined how personal characteristics and visual stimuli influence waiting durations and patterns. Designed, conducted experiments and analyzed data independently ([link](#)).
- **Accepted** by HCI International conference 2019 (Regular paper). Funded and awarded by the Social Science Program (Top 5% funded, Top 10% in funded projects awarded).

## EXPERIENCES

### Research Intern | Daimler

Aug. - Dec. 2018

- Conducted research on China's game industry (market analysis and interviews), AI, IoT, Chips & Sensors (market analysis) to recommend potential start-ups with proper use case and business models (with Daimler Incubator).

### Product Manager Intern | Lenovo

Mar. - June 2018

- Responsible for the design, implementation, and propulsion of an Intelligent Conference Kit-IoT.
- Led user research, defined product features & user flow, created hi-fi prototypes for PC and App using Axure and wrote MRD.

## PROJECTS

### WorkCube | UX Design | Project Leader

Apr. - June 2018

- Optimized file management functions in Windows.
- Led user research on users' habits of file management (questionnaires and interview), designed low-fi and hi-fi prototypes.

### Alice's Garden | VR | Programmer

Apr. - June 2017

- Delivered design concept of gamifying knee rehabilitation combining VR and Kinect.
- Self-learned Unity programming in 2 days from scratch, implemented the guide of rehabilitation by triggering animations after detecting correct movements.
- Won the first place in VR course (in 7 team category), highly praised by industry experts.

## CONTACT

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## EDUCATION

### Peking University

Sept. 2015 - June 2019 / Beijing China

**B.S. in Psychology (with honor)**

**Social Neuroscience Track**

GPA: 3.66/4.0, Top 10%

## AWARDS

Academic Excellents

2016 - 2017, Peking University, **Top 3%**

Merit Student

2017 - 2018, Peking University, **Top 10%**

Weilin Scholarship

2017 - 2018, Peking University, **Top 2%**

## SKILLS

### Design

Axure Sketch  
Principle Flinto  
Adobe Creative Suite (Ps, Ai, Id, Lr)

### User Research & Analysis

Surveys & Interviews Contextual Inquiry  
Competitor Analysis Personas  
Journey Mapping Heuristic Evaluation  
Usability Testing A/B Testing

### Data Analysis & Visualization

Matlab SPSS  
Python Echarts

### Programming

C/C++ Unity  
Python JavaScript  
Arduino Matlab



## **COGO** | UX Design | Project Manager Apr. - May 2017

- Conceptualized an app that motivates people to cultivate habits with the help of friends.
- Led user research, designed wire-frame and hi-fi prototypes.
- Won the "Best Product" and "Best Visual Design" awards in HCI course (in 6 team category).

## **ACTIVITIES**

### **Leadership** June 2017 - June 2018

#### **Vice President of Student Union in School**

- Responsible for the planning and publicity of activities. Attracted 300+ students to participate in Psychology Festival.
- Offered design courses to teach Photoshop and InDesign for a year (16 students). Designed promotional materials.

### **Volunteer Activities**

#### **Voluntary Teacher** Sept. 2016 - June 2017

- Taught art lessons in school for the children of migrant workers every Friday for a year.

#### **Voluntary Worker** July 2016

- Did voluntary work in Phuket kindergarten for 3 weeks (i.e. played with children and did chores).

## **COURSES**

### **HCI**

HCI and User Experience  
Engineering Psychology  
Innovation Applications and Practice on VR and Simulation

### **Others**

Probability and Statistics  
Psychological Statistics  
Introduction to Computation  
Data Structure and Algorithm  
Computational Modeling  
Innovation Management of Start-ups