

WENJIA ZHAO

UX designer pursuing
simplicity in complexity.

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Portfolio: www.wenjiaedesign.com

SKILLS

Interaction Design

User Flow / Information Architecture
/Wireframing /Lo & Hi-fi Prototyping
/Motion Design/User Journey

Interface Design

Web&Mobile interfaces design
/Design System/ Redline/Branding
/Visual Design

User Research

Survey / Interview / Contextual Inquiry /
Usability Testing / Market analysis

3D Design

3D Modeling / Rendering / Handcrafting
/ Digital Fabrication

TOOLS

2D: Sketch / Figma / Adobe Suite

Prototype: Protopie / Principle / InVision

3D: Rhino / 3D MAX / Unity /Maya

Render: Vray / Maxwell / Cinema 4D

Motion: After Effect / Premiere

Code: HTMLCSS / P5JS / D3

Fab: Lasercut / CNC / 3D printing

HONERS

Merit Award, 2016

P+W Global Annual Design competition

Selected Work for Exhibition,2014

American Annual Housing Design

McDonnell Scholar, 2012-2015

Global Leadership Program in Wash U

Second Pride, 2011

Yuanye International Design Competition

EDUCATION

M.HCI + D. University of Washington

8/2019 - 8/2020 | Seattle

UX Certificate, UX Academy of Designlab

6/2018 - 12/2018 | Seattle

M.Architecture (Full Fellowship), Washington University in St. Louis

8/2012 - 12/2015 | St. Louis

B.S. Landscape Architecture, China Agricultural University

9/2007 - 7/2011 | Beijing

EXPERIENCE *More professional experience listed on [LinkedIn](#)*

Product Designer, Yirental

6/2019 - 6/2020 | Seattle

- Launched and led the end-to-end design of roommate matching feature for mobile iOS.
- Launched and solely responsible for the responsive web design of long-term rental.
- Launched and redesigned account/profile management.
- Initiated and built up the web design system V1.

Architectural Designer II, Perkins+Will

3/2016 - 6/2019 | Seattle

- Involved into full project life cycle from ideation to construction - responsible for providing concept sketching, schematic design and construction documentation.
- Directly worked with multiple stakeholders including users, clients, constructors, engineer consultants, etc.
- Provided service for diverse clients cross-industries, including UW, Aramco, Swedish Healthcare, Seattle Genetics, etc.

Digital Fab Lab Manager, Washington University

9/2012 - 12/2015 | St.Louis

- Managed and operated 3D Printer, CNC milling woodwork machine.
- Instructed art students about modeling and fabrication.

Design Intern, Sasaki Associate

05/2015 - 9/2015 | Boston

- Used 3D printing to create five facade design options and optimized design iteratively based on clients' feedback for Dartmouth student housing project. One of the ideas has been adopted for final construction.

Junior Designer, Turenscape Institute

6/2010 - 7/2012 | Beijing

- Led conceptual design and presentation - providing ideation, sketches, illustration, modeling, rendering, etc.
- Worked on systematic research and site analysis in the pre-design stage.
- Collaborated on varied projects from 5000-acre urban planning to private garden.

SELECTED PROJECTS

Octopus - Smart Hub for Parenting

12/2019 - 3/2020 | Seattle

- Incorporated IoT technology with a holistic design process from user research, information architecture, user flows, test and prototyping to micro-interaction.

Joybite- AI-based Solution for Food Discovering

1/2020 - 3/2020 | Seattle

- Included Data lifecycle design and ethical design for AI.

Virtual Studio- Capstone Project Sponsored by Intel

3/2020 - Current | Seattle (in progress)

- A collaborative studio space based on live-video for instructors and students in design disciplines to co-create, co-share, or just hang out.