

Leon Zhang

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781-583-8732

Education

University of Washington Class of 2022

BS in Interaction Design

Highlighted Course Work: Design systems, Interaction Models, Design Communication

Experience

UX Design Intern Amazon

June 2021 - September 2021

Created user-centered designs by considering market analysis, customer feedback, site metrics, and usability findings. Developed conceptual diagrams, wireframes, visual mock-ups, and click-through prototypes.

UX VR Designer Isekai Ent

August 2019 - June 2021

Designed and fully document UX features. Prototyped in Unity to test functionality and content. Used data from multiple sources to iterate the design and player experience. Worked with product managers and engineers to ship product experiences on SteamVR & Oculus.

UX/UI Design Lead Design for America

October 2018 - May 2020

Lead a team of 6 UX designers to assist the University of Washington in product development and user research on safer college drinking experience. Delivered high fidelity interactive prototypes with Invision. Managed the development team to create mobile MVP.

Design Intern Uniway Communications Group

June 2018 - October 2018

Designed interactive exhibit proposals using Adobe creative suite and Unity. Produced a range of design proposals that reflect specific visual design language and brand guidelines for clients such as Amazon, BMW, NIO and Mercedes Benz.

Interests

Academic Chair Alpha Theta Delta

November 2019 - Current

Lead monthly UX design workshops and UX design sprints both in-person and Virtually. Speaker for the University of Washington's design with empathy. Current podcast creator for UX smoothie, and regular UX planet published article writer.

Skills

Interaction

User Research
Wire framing
Usability Testing
Prototyping
Motion design

Visual

After Effects
Adobe Photoshop
Adobe Illustrator
VFX design
Material design

Software

JavaScript
Sketch, Figma
HTML, CSS
Unity 3D
IOS UI