

ZHIYONG KONG

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/ EDUCATION

Xi'an University of Architecture and Technology

Sep 2018 - Jun 2021 | Xi'an, China

Master of Architecture

Recipient of Outstanding Student Award (3 times)

Technical University of Madrid

Nov 2019 - Jan 2020 | Madrid, Spain

Visiting Scholar, Department of Architectural Design Projects (ETSAM)

Shandong Jianzhu University

Sep 2013 - Jun 2018 | Jinan, China

Bachelor of Engineering in Architecture Design

Graduation design was selected for exhibition in 2018

/ HONORS

Future Community Design Competition

Nov 2019 | Group Work, Design Leader

Third Place Product Design, Architecture Design

“CCP Cup” Architectural Design Competition

Jun 2019 | Group Work

First Place Architecture Design

“Cross-Straits Cup” Construction Competition

Jul 2014 | Group Work, Team Leader

Third Place Physical Construction Design

/ SKILLS

Design

Interaction Design, Visual Design, Information Architecture, Concept Prototyping, Storyboarding, Data Visualization, 3D Modeling, Motion Design

Research

Field Observation, User Interview, Affinity Diagramming, Storyboarding, Participatory Design, Usability Testing

Tools

2D: Figma, Sketch, Adobe suite

Prototype: ProtoPie, Principle, Invision

3D: Rhino, Unity, 3D MAX, Cinema 4D

Motion: After Effects, Premiere

Hardware: Arduino, C/C++ (Novice)

/ UX PROJECTS

Product & UX Designer, Memo

Nov 2021 - Dec 2021, 8 weeks | Individual Work

- Designed an object-based IoT device to help busy parents become more involved in their children's daily lives.
- Conducted 3 co-design sessions, including speed dating, A/B testing, and usability testing with 5 groups of parents and their children.
- Designed IoT VUIs and a multi-sensory interaction system to facilitate usability.
- Developed Arduino prototypes, designed and printed 3D models.

Product & UX Designer, StreetGo

May 2021 - Jun 2021, 6 weeks | Group Work

- Designed a data-visualization map for pedestrians that provided customized walkability information and navigation routes.
- Led the concept development and visual design of the walkability website.
- Held user interviews with 12 pedestrians, divided their walking preferences into 4 categories.
- Created the multi-device end concept, which included smart bus stop boards and phones, expanding the design impact to diverse usage scenarios.

AR Product Designer, CityCamp

Sep 2021 - Oct 2021, 5 weeks | Group Work

- Designed an AR city exploration game to help people discover delightful places around their specific locations.
- Led the development of AR 3D models in Cinema 4D and AR scenes in Unity.
- Assisted in field research and user interviews to find design pivots.
- Collaborated on storyboarding the narrative for the demo video. Edited and produced the final concept video.

/ ARCHITECTURAL & TEACHING WORK

Architectural Designer, Wang Jun Atelier

Sep 2018 - Jan 2021, 2 years | Xi'an, China

- Involved in full project life cycle from ideation to construction - responsible for providing concept sketching, schematic design and construction documentation.
- Coordinated with multiple stakeholders, including the government officials, city planners, and factory owners in order to evaluate historical factories in Xi'an.
- Collaborated with landscape designers, structural engineers, and budgeting specialists as a part of an interdisciplinary team.

Teaching Assistant, FeiTU Education

Feb 2019 - Feb 2020, 1 year | Online & Xi'an, China

- Prepared inclusive lesson plans for students from diverse backgrounds.
- Critiqued students' designs and provided weekly one-on-one feedback sessions to guide them in their learning.