

» helenzhou.me
» hello@helenzhou.me
» 217 979 0739

EDUCATION

UNIVERSITY OF ILLINOIS AT URBANA-CHAMPAIGN

MFA 2015 | DESIGN | GPA 3.8
Emphasis in Interaction Design & HCI

**SCHOOL OF DESIGN,
JIANGNAN UNIVERSITY**
BA 2012 | INDUSTRIAL DESIGN
Rank 2/160 High Honor Graduation

**COPENHAGEN UNIVERSITY,
COLLEGE OF ENGINEERING**
Fall 2010 *Selected for Study Abroad*

SKILLS

SPECIALTIES

Mobile Interface Design | Website Design
Wearable UX | Data Visualization
Wireframing | Prototyping | Usability
Testing | Information Architecture
User Research | Typography

TOOLS Photoshop | Illustrator
InDesign | After Effects | Quartz Composer
Framer.js | Axure | Sketchbook Pro | Rhino

DEVELOPMENT HTML 5 | CSS3
Processing.org | jQuery

DESIGN AWARDS

REDDOT DESIGN TOP 30

Best of the Best, "Telescopic Raincoat", 2011

REDDOT DESIGN AWARD

"Wave Escalator", 2011

IDEA FINALIST

"E-Spanner", 2011

IF CONCEPT DESIGN AWARD

Top 100, "Pacifier Thermometer", 2011

REDDOT DESIGN TOP 30

Best of the Best, "Press, Change Length", 2010

HELEN ZHOU

UX + INTERACTION DESIGNER

EXPERIENCE

YELP :: UX/UI DESIGN INTERN

*Summer 2014
San Francisco, CA*

Worked on high impact and complex mobile projects for 130 million Yelpers.

- » Responsible for the design of Video Uploading for iOS/Android, from the conceptual stage to iterative high fidelity designs to user testing.
- » Designed the Flagging Review feature for cross-platform, overseeing the product from conception to assets creation and shipping.
- » Retouched the user review page and recreated "Userful Funny Cool" assets.
- » Launched the demo of Yelp app on Android Wear during "Yelp Hackathon 2014".

A215.NET :: UX DESIGN LEAD

*Summer 2014 - Present
Champaign, IL*

- » Oversee a university networking app for iOS/Android from conception to shipping by collaborating with developers. Responsibilities include simplifying the work flow, defining the interactions, as well as creating visual elements.

JOHN DEERE :: UX DESIGNER

*Spring 2014
Champaign, IL*

- » Took broad, conceptual ideas through low/medium-fidelity iterations, and turned them into high-fidelity prototypes for cross-platform.
- » Defined the workflow and main features of the app with UX team.
- » Participated meeting with stakeholders and vendors, evaluating business needs and the content of digital products for millions of farmers.

UNIVERSITY OF ILLINOIS (CHAMPAIGN) GRADUATE TEACHING ASSISTANT

*Fall 2013 - Present
Champaign, IL*

- » Lectured on Usability Testing and Wearable Technology. Product Innovation '14
- » Critiqued senior thesis and taught design processes. Senior Design Studio '14
- » Lectured on Google Glass and graded class assignments. Product Innovation '13

BEYOND DESIGN :: PRODUCT DESIGN INTERN

*Summer 2013
Chicago, IL*

- » Designed public facility system for Ravenswood community, from ideation to 3D modeling and implementation. Built full-scale prototypes.
- » Conducted market research with user cases and persona analysis.
- » Created low- to high-fidelity prototypes for the client projects.

HP SOFTWARE :: INTERACTION DESIGN INTERN

*Summer 2011
Shanghai, China*

- » Analyzed the interactive flaws by doing usability testing of HP ScanJet 7000.
- » Streamlined the HP ScanJet 7000 work flow, redesigned the software interface.
- » Defined the outlook and user experience of a forthcoming printer.