

Zhenhua Yang

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SKILLS

Programing

HTML, CSS, SASS, JavaScript, Java, Angular, Bootstrap, Firebase, MySQL, Node.js

UI/UX Design

Axure RP, InVision, Photoshop, Sketch, Zeplin, Illustrator, InDesign, XD; User Flow, User Journey Map, Wireframing, Prototyping

User Research

Survey Design, Usability Testing, Interview, Qualitative Analysis

LANGUAGES

English

Chinese

EDUCATION

North Dakota State University

Human Computer Interaction, PhD program in Software Engineering, Fargo, ND, 2022

University of Cincinnati

User Centered Design, Master of Design, Cincinnati, OH, Spring 2017

Hunan University of Technology

Modern Packaging Design, Master of Fine Arts, Zhuzhou, China, Summer 2015

University of South China

Industrial Design, Bachelor of Engineering, Hengyang, China, Summer 2011

WORK EXPERIENCE

Graduate Assistant (UI/UX Design, Front-end Development) / North Dakota State University Jan. 2019 - Current

- Developed the web-based and iOS applications for user studies and data collection.
- Building department websites and applications with HTML, CSS, JavaScript, and Bootstrap.
- Maintain the websites and web applications.
- Projects
 - The website for Natural User Interaction Lab of NDSU.
 - My SODAA Space: this is a space-scheduling system that helped students reserve a space in facilities during the pandemic.
 - SODAA Impact: the project is a map-based web application showing the faculty's achievements all around the world. I created a content management system that allow the faculty to submit and edit their information displayed on the map.

Front-end Developer / Gospel Tape Mission, Dec. 2017 - June 2018

- Designed and developed the frond-end of a website that users could search and listen to the audios online.

UI/UX Designer / Arrow Code Technology Group, Dec. 2017 - June 2018

- Collaborated with software engineers and project manager to ensure cross user functionality and meet deadlines
- Optimized user workflow and designed the interface of genetic-disease-diagnostic system for both desktop and mobile

UX Designer / Creative Circle, Oct. 2017 - Dec. 2017

- Took part in the projects of customer website and web app design.
- Assisted product manager and design team to solve UX problems, focusing on user flow, wireframe, and prototype

Graduate Assistant (UI/UX Design) / Live Well Collaborative, Jan. 2016 - May 2017

- Participated in product development process, including interview, storyboard, flow chart, wireframe, prototype, and usability testing
- Responsible for the visual design of website, mobile apps, user interface, and physical product
- Created mockups and produced graphic assets for the final products
- Projects:
 - Virtual Reality Tour for Cincinnati Children's Hospital Liberty Campus: the project utilized a web-based VR tour to introduce the environment and cancer-treatment facilities of the new campus, which has 42 beds, to the patients
 - Future Cabin Experience for Boeing: the project explored the future in-flight services with the help of Augmented Reality and Holographic Technologies.
 - "iDo" - Daily Hygiene Adherence Program for younger patients: the program utilized the gamified approach and effectively increased the younger patients' adherence to daily hygiene activities by 40%, i.e., having shower, oral care, doing outdoor activities