

# Cindy Zhao

## Product Designer

 **cindyzhao.io**  
 **cxndyzhao@gmail.com**

### SKILLS

#### Design

Figma  
Abstract  
InVision  
Principle  
Adobe CC

#### Interaction

User research  
User testing  
Wireframing  
Prototyping

#### Development

HTML/CSS/JS  
React.js

### EDUCATION

#### Northeastern University

SEP 2015 – MAY 2020

B.S. Health Science  
Minor Neuroscience

### PROJECTS

#### Not Too Sweet / Co-founder

AUG 2023 – PRESENT, NEW YORK

Launched pop-up boba store in NYC; in charge of all things creative including branding, merch, photography, etc.

### EXPERIENCE

#### frog / Interaction Designer II

OCT 2021 – PRESENT, NEW YORK

End to end design and research for Fortune 500 clients, creating design language systems + leading client workshops.

#### Krikey / Product Designer

AUG 2020 – SEP 2021, REMOTE

Unity designer responsible all in-game experiences. Created top performing Avatars feature, led UX overhaul of two existing AR games.

#### JobGet / Product Designer

APR 2020 – SEP 2020, REMOTE

Lead user research + created new product features for the JobGet mobile & web platforms.

#### Grubhub / UX Designer

JAN 2019 – JUL 2019, BOSTON

Designed, prototyped, launched six live mobile apps in the food & beverage space.

#### Frisbee Labs / Co-founder

OCT 2022 – AUG 2023, NEW YORK

Led creative direction for foundational research & venture around the loneliness epidemic & community building.