



Jun 2023

Bachelor | Interaction Design
University of Washington

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Zhengxuan Jiang

PRODUCT DESIGNER

Mar 2022 - Jun 2023

DESIGN RESEARCHER

Adjacent User Privacy
UW Directed Research Group
Seattle, WA

Established UI system for a defined speculative design space, informed by previous studies. The system unifies various research outcomes to ensure a consistent and believable prototype, which is still in use now.

Led the development of high-fidelity UI prototypes for user research, focusing on evaluating speculative directions and invoking ethical thinking through UI design.

Co-created a pictorial submitted to DIS 2023.

Mar 2022 - Dec 2022

DESIGN RESEARCHER

Data Epics
UW Directed Research Group
Seattle, WA

Delved into the design research process on the subject of creative data interpretation. Research methods included interviews, externalization, thematic analysis, and synthesis. Results of the practice contributed to the outcome paper.

The project is shortlisted for Interaction Awards 2023.

Developed studio websites that document all projects and activities up to date.

Apr 2022 - Sep 2022

UX DESIGNER + FRONTEND DEVELOPER

RPI
Tukwila, WA

Redesigned and developed the factory order managing system in collaboration with the engineering team. The new system includes reworked task flows, a coherent visual hierarchy, and more reliable error prevention. Deliverables received a high satisfaction rate.

Defined the company's design system and software guidelines, customized for the company's development ability and production needs.

Apr 2022 - Sep 2022

DESIGN TUTOR

Intro Experience Design
UW School of Art
Seattle, WA

Guided students in constructive critiques through the experience design process and developing design thinking.

Gave introductory lectures on design tools tailored to the curriculum and received strong positive feedback.

SKILLS

INTERACTION DESIGN

DESIGN RESEARCH

PHYSICAL PROTOTYPE

VISUAL DESIGN

FRONTEND DEVELOPMENT

ILLUSTRATION

TOOLS

FIGMA

KEYSHOT

PROTOPIE

ADOBE SUITE

3D PRINTING

WEBFLOW

PHYSICAL COMPUTING

3D MODELING + RENDERING