

# CHENDONG ZHENG

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## SKILLS

UX / UI Design  
User Research  
Prototyping  
User Testing  
Wireframe  
Information Architecture  
Sketching

Photoshop  
Illustrator  
Sketch  
3ds Max  
Unity 3D  
Premiere  
Audition  
C#/C

## LANGUAGE

Chinese  
English  
Cantonese  
German

## WORK

**Beijing Chukong Technologies Co., Ltd. ([en.chukong-inc.com/](http://en.chukong-inc.com/))**  
Game Designer

Beijing, China, 05/2013-03/2014

Project: Immortal Racer: A mobile game combining the style of racing game and parkour.

Role:

UI Develop (using XML and UI editor developed by colleagues) \Wireframe (using Photoshop and Illustrator)

Information Architecture: Manage the characters, cars and scenes in the game

Story Design

Testing

## EDUCATION

**Master of Science in Human Computer Interaction**  
**Georgia Institute of Technology**  
Expected Graduation: 05/2017

**Bachelor of Engineering in Industrial Design**  
**Beijing University of Posts and Telecommunications**  
2009-2013

## OTHER

**Graduate Research Assistant in CGIS (Center for Geographic Information Systems) in Georgia Tech**  
Atlanta, USA 08/2016-12/2016  
Making 3D models of buildings in Atlanta (3ds max)  
Drawing texture for the exterior of the buildings (Illustrator)

**Midea Cup Innovative Designs for Electrical Appliances**  
**The First Place in the Competition**  
Beijing, China 12/2012

A competition held by Midea Group ([www.midea.com/us/](http://www.midea.com/us/)):

The project is an innovative conceptual range hood with hexagon facets to control the size and location of the vents.

Role: optimizing details, part of UI design, building 3D model, rendering, making demonstration video

**Music Robot in Innovation Exhibition of Beijing University of Posts and Telecommunications**  
Beijing, China 2011-2012

National Innovation Program of China

Designing the mechanical structure, programming and manufacturing a humanoid mechanical hostess for the music band of the project. The mechanical hostess is an android, using pairs of infrared sensors to see visitors and she could bow to and greet approaching visitors.