

Yian Zhao | UX Designer

CONTACT

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EDUCATION

Georgia Institute of Technology

Aug 2020 - May 2022

M.S., Human-Computer Interaction

GPA: 4.0 / 4.0

Boston University

Sep 2016 - May 2020

B.A., Computer Science

B.F.A., Graphic Design

GPA: 3.87 / 4.0

Magna Cum Laude

HONOR

Target + Adobe Creative Jam

Won 3rd Place (out of 250+ teams)

SKILLS

UX Design

Wireframing	Rapid prototyping
Design System	Data Visualization
Storyboarding	Responsive Design
Animation	User Flow
Visual Identity	Style Guide

User Research

User Interview	Affinity Mapping
Contextual Inquiry	Usability Testing
User Persona	A/B Testing
Journey Map	Competitive Analysis

Tools and Languages

Figma	Adobe Creative Suite
Miro	CodePen
Qualtrics	HTML&CSS
WordPress	JavaScript

EXPERIENCE

The Home Depot | UX Designer (Master Thesis)

Aug 2021 - present

- Designing and prototyping user-centered solutions to help customers shop for paint that best fit their needs and reduces paint's return rate for the Home Depot
- Currently in the research phase where we conducted competitive analysis, surveys, and 8 interviews with customers, internal designers, and paint associates

ServiceNow | UX Design Intern

May 2021 - Aug 2021; Jan 2022 - present

- Worked on UI Builder, a low-code/no-code development platform that enables business users to create enterprise-grade web applications
- Collaborated with cross-functional teams including researchers, engineers and PM'S to deliver 8 features in total within 10 weeks, balancing usability, scalability, and adaptability across different use cases
- Independently ran the R&D process including competitive analysis, brainstorming 20+ ideas on Miro board, interviewing 5 internal users, prioritizing 7 features, and building 6 iterations of low and high-fidelity prototypes with Figma
- Went through the end-to-end product development life cycle, from prototyping to implementation, to simplify the process for low-code users to fetch and process data

Amazon Future Engineer Program | UX Designer (Sponsored Project)

Jan 2021 - May 2021

- Ideated, designed, and evaluated XyloCode, a Music-Tech platform that increases middle school students' interest in computing through music and gaming
- Built the design system, including the logo, visual identity, and UI components, and carried out low- and hi-fidelity prototypes based on feedback from lab researchers, Amazon reps, and usability testings
- Helped Unity engineers implement the platform, which will be deployed with the Amazon Future Engineer program in a selection of 2,000+ public schools across the U.S.

Emory Healthcare | UX Designer (Sponsored Project)

Jan 2021 - May 2021

- Designed a medical App sponsored by Emory Healthcare to help 800+ Breast Cancer mutation carriers in Georgia manage their surveillance plan and find local specialists
- Conducted surveys, 8 interviews, 2 focus groups, and 7 usability testing with patients (aged 27 - 69), genetic counselors, support groups and researchers in Healthcare Tech
- Led the effort to design 3 user flows, wireframes, visual identity (logo, colors, and typefaces), UI components (patterns, icons, and controls), and interactive prototypes