

www.mengzhenxiao.com

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PROFILE

I'm a designer with a multidisciplinary skill set that integrates creativity with technical and business expertise. I master multiple research methodologies, design principles, and guidelines alongside having a strong understanding of human nature and design thinking. I'm a critical thinker and problem solver specializing in UX design.

EDUCATION

2017.092019.06

MPS, Interactive Telecommunications Program, New York University

Focus: Interaction Design, Human-Computer Interaction

2012.092016.07

BA, Industrial Design, East China University of Science & Technology

GPA: 3.82, Honor: National Scholarship, Shanghai Scholarship,

Outstanding Graduate

PROFESSIONAL EXPERIENCE

2019.01 2019.11 NYC, US

UX Designer | Swift, Combine NYC Media Lab

- Formulated product strategies and innovated UX design for Swift, a
 B2B web application that helps with meeting preparation and create
 data-driven meetings.
- Provided design insights from interviews with 92 users, contextual inquiry at customer companies, and competitive analysis of 17 products. Created deliverables such as user flows, wireframes, prototypes and UI design guides.
- Conducted usability tests and heuristic reviews for design iteration. Worked closely with engineer team for high quality implementation.

2018.12 2019.01 NYC, US

UX Designer | Gebni

- Defined product strategies and UX redesign solutions for Gebni iOS
 App from backend data analysis.
- Created information architectures, user flows, wireframes and hi-fi prototypes to effectively communicate interaction and design ideas.
- The redesign increased the average CLV. The conversion rate of ordering increased by more than 2.8% and the overall monthly EOQ increased by more than 8.3%.

2015.062015.10

UX Design Intern | China Reading Limited, Tencent, User Experience Design Dept.

Shanghai

- Implemented innovative solutions for the product direction.
- Redesigned the website homepage and Writer Assistant iOS App.
- Applied agile design and worked closely with PMs, senior designers, developers, and testers on a day-to-day basis.
- Assisted senior UX designers with team design thinking workshops.

SKILLS

SOFTWARE

Sketch

InVision

Principle

Axure

Photoshop

Illustrator

After Effects

Unity 3D

Cinema 4D

UX DESIGN

Ethnographic Research
Persona
User Flow
Information Architecture
Wireframe
Interactive Prototype
Visual Interface
UI System Guide
Data Visualization
Usability Test

Heuristic Evaluation

Atomic Design

CODING

HTML5
CSS
JavaScript
D3.js

Swift (iOS)

ARKit 2

LANGUAGE

Mandarin English Japanese