MINZHOU WANG

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PROFESSIONAL EXPERIENCE

Divercity INC., Remote, United States   Apr 2022 – Aug 2022
UX/UI Design Intern
- **Official Blog "The Bridge":** Liaised with the marketing team to lead the redesign of the official blog from concept to high fidelity in two months by creating mockups, designing systems and prototypes, which attracted over 200 readers with 37 followers after launch.
- **Blog editor:** Designed the wireframes and high-fidelity prototypes for the official blog's editor, leading to a 10% increase in the efficiency of blog post editing and comment management.
- **Divercity Score:** Revamped the information hierarchy of the card elements in the Divercity Score system by collaborating with user researchers and conducting usability tests on 5 participants through A/B tests, leading to improved readability of information.
- Conducted MVP user acceptance tests on 9 participants by collaborating with user researchers and identified 24 underlying code errors and 19 risks that could impede users from reviewing the user interface, communicated with developers to fix the code errors, and improved the UI design.

Nanjing Library, Nanjing, China   Sep 2018 – Jun 2019
UX/UI Design Intern
- **Ten bamboo WeChat app:** Led the design of a WeChat application from concept to high-fidelity, which is able to write letters with templates, browse the history of traditional Chinese printmaking art, and experience the process of creating prints through a mini game.
- **Printmaking Workshop:** Collaborated with the library to plan a workshop where participants could experience the printmaking process, which attracted more than 500 participants in one week.

PROJECT EXPERIENCE

eBay, Savannah, GA, United States   Apr 2022 – Jun 2022
UX Design Lead
- Brought significant insights to eBay's new metaverse shopping experience by directing Gen Xer, Yer, Zer's web3 experience user research, including 2 rounds of survey and interview on 33 participants.
- Spearheaded the mobile UI design for eBay metaverse from 5 concepts to 5 high-fidelity prototypes in 10 weeks, achieving a 95% satisfaction from eBay team.

Google, Savannah, GA, United States   Jan 2022 – Mar 2022
UX/UI Designer, Researcher
- Gathered over 1,500 individual data by conducting Gen Zer's learning behavior user research, including interview, survey and sensory cue from high school and college students in 9 countries, and brought 11 insights to Google zero state, Google search and YouTube.
- Spearheaded the UI design of YouTube Edu by creating wireframes, mockups, and high-fidelity prototypes.

EDUCATION

Savannah College of Art and Design, Savannah, GA, United States   Sep 2019 – Present
Master of Fine Arts; Major in Interactive Design and Game Development

Nanjing University of Art, Nanjing, Jiangsu, China   Sep 2015 – Jun 2019
Bachelor of Arts; Major in Interactive Design

SKILLS

Design: UX strategy, User flows, Concept sketches, Experience mapping, Wireframes, Prototypes, Mockups, Motion design, Design systems, Branding
Research: User interviews, Usability testing, Persona hypothesis, Competitor analysis, Tree testing

TOOLS

Design: Figma, Adobe XD, Axure, Zeplin, Photoshop, Illustrator
Research: User interviews, Usability testing, Persona hypothesis, Competitor analysis, Tree testing
3D Modeling: Maya, Zbrush, Cinema 4D, Rhinoceros, Substance 3D Painter