

Lihan 'Neil' Zhu

Product Designer / UX Designer / Interaction Designer

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Experience

Oct. 2017 - Apr. 2019 Data Visualization Consultant

Ann Arbor, MI

University of Michigan

- Created data visualization websites that enabled clients to tell stories and gather insights through different forms of interactive data visualizations. Tools used include HTML, CSS, JavaScript, D3JS, Java, C++ and A-Frame.

Jan. - Apr. 2019 AR/VR Research Assistant

Ann Arbor, MI

University of Michigan School of Information

- Programmed, tested and provided recommendations for multiple features of a project that aimed to help directors make movies in an AR/VR environment. Skills used include paper/video prototyping, 3D modeling, and usability testing. Tools used include CSS, JavaScript, and A-Frame.

June - Aug. 2018 UX Design Intern

Mountain View, CA

DNAexus

- Designed a new enterprise feature, which is the integration of JupyterLab in DNAexus webapp, from concept to launch including user flows, wireframes, visual mockups, interaction prototypes. It was launched in Jan 2019 as 1 of 6 key features of "DNAexus Apollo" platform.
- Built prototypes in Sketch and Invision for a data visualization tool that empowered users to create meaningful and actionable views for the analysis by drag-and-drop and selecting from a wide range of charts or visualizations. It was also 1 of 6 key features of "DNAexus Apollo".
- Partnered with designers, PMs, engineers to create user flows, notification messages, visual mockups, and design specs that covered edge cases on DNAexus webapp.

Projects

Sept. - Jan. 2019 Timely (matches timely hang-outs)

team of 5

UX Designer

- Created detailed user flow and mockups for a chat experience with auxiliary tools that enabled users to build trust and establish security before, during, and after hanging out.
- Built a UI design system to standardize visual design among the team and expedite the design process.

Education

Apr. 2019

University of Michigan

Master of Science in Information (HCI)

Apr. 2017

University of Michigan

Master of Architecture

June 2015

Zhejiang University

Bachelor of Architecture

Skills

UX Design

Storyboard

User Journey

Persona

Sitemap

Interaction Map

Wireframe

Lo-Fi Prototyping

Hi-Fi Prototyping

Story-telling

AR/VR UX Design

UI/UX Design Tools

Sketch

Framer

InVision

Photoshop

Principle

Illustrator

Axure RP

InDesign

Unity

UX Research

Contextual Inquiry

Competitor Analysis

Survey

Heuristic Evaluation

Usability Test

Participatory Design

Expectation Test

Affinity Wall

Coding

Python

HTML & CSS

JavaScript

jQuery

D3JS

A-Frame

Cinder (C++)

Processing (Java)

Angular

Ionic

R

Architecture Design Tools

SketchUp

Maya

Rhino

Grasshopper

Revit

AutoCAD