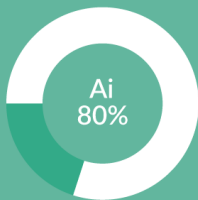




IRENE ZHU
User Experience Designer

- Design and ship complex consumer apps and enterprise tools.
- Enjoy learning different problem areas.
- Care to make an impact.
- Dedicated in creating delightful user experience and simple & elegant UI solutions



Experience

UX Designer, 343 Industries(Contract with Populus Group) (11/17-Present)

- Drive the UX Design for Animation Toolsets, including Animation Editor, Composer, Animation Node Graph and Custom Animation Tool in Maya.
- Create information architecture, wireframes, user flows and prototypes.
- Moderate usability testings, compile test results and present the feedback back to the team.

Sr. Digital Experience Designer, Bill & Melinda Gates Foundation (04/16-09/17)

- Lead the interaction design effort for Gate's Foundation's investment system, which processes more than \$5B worth of investment yearly.
- Lead interaction and visual designer for post-secondary community platform that connects program officers, grantees and universities.
- Worked cross-functionally with business partners, researchers, product managers, engineers, consultants and grantees to translate requirements and data into intuitive design.
- Created information architecture, user flows, wireframes, interactive prototypes and high-fidelity UIs.
- Frequently presented UIs, design decisions & rationale to C-level stakeholders. Articulated design in a clear and consistent way.

Sr. User Experience Designer, Gilead Sciences (09/13-04/16)

- Lead UX designer for the enterprise app portfolio, which includes over 100 applications across desktop and mobile platforms.
- Designed and shipped both responsive web applications and native mobile apps to various business functions, including Pharmaceutical Product Manufacturing, Commercial, Portfolio Management, Medical Affair, HR, Employee Communications, Facility and IT.
- Gathered requirement and design feedback through multiple channels such as survey, stakeholder interview, usability study etc. Analyzed feedback quantitatively and qualitatively.
- Distilled complex pharmaceutical business models into mockups reflecting elegant design and beautiful data visualization. Built interactive prototype and presented to stakeholders.
- Communicated and collaborated with developers/vendors to ensure feasibility of the design; offered design support throughout software life cycle.

UX Research Intern, JPMorgan Chase (06/12-06/13)

- Participated in shaping UX research plan for Chase mobile app and Chase mobile wallet
- Designed and prototyped for Chase's mobile wallet project using Axure, iRise and Intuito.
- Drove UX research for mobile using various research methods, including survey, usability studies, phone interviews, and focus groups etc.
- Created usability study plans, specified study goals, task scenarios and task lists; moderated usability studies using OVO, did post-study analysis from both qualitative and quantitative perspectives; created study reports and present to stakeholders.

Education

MS - Information Management, University of Washington

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