

CHONGRUI ZHAO

Designer in Bay Area

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EDUCATION

Carnegie Mellon University

Aug 2017 - Aug 2018

Master of Human-Computer Interaction

Renmin University of China

Sep 2015 - Jun 2017

M.A. in International Journalism

Sep 2011 - Jun 2015

B.A. in Journalism | Major

LL.B. in Intl. Politics | Minor

SKILLS

Design

Interaction Design / Sketching /
Visual Design / Prototyping /
Persona & Scenario / Mockup /
Journey Map / Storyboard /
Wireframing

Research

Contextual Inquiry / Interview /
Affinity Analysis / Speed Dating /
Heuristic Evaluation / Survey /
Usability Testing / Data Analysis

TOOLS

Visual

Sketch / Adobe Creative Suite/
Figma

Prototyping

Principle / InVision / Balsamiq

Development

HTML / CSS / JavaScript/
Bootstrap

EXPERIENCE

Product Designer

Sep 2019 - Present

Walmart

Working on in-club products for over 600 Sam's Clubs, focusing on increasing inventory accuracy, associate productivity and satisfaction, and delighting members. Delivered over 10 projects on data-intensive apps and retail data visualization. Doing user research and design with a clear understanding of business needs and experience goals. Facilitating the adoption and evolution of the design system. Driving innovation for inventory management with AI & AR technology. Awarded as the designer of the best annual experience team.

UX/UI Designer

Feb 2019 - Sep 2019

Samsung Research America via iWorkGlobal

Delivered UI guidelines, specs, and prototypes for the Samsung Health app on Android and iOS. Redesigned the stress tracker and mindfulness feature on the Health app to boost users' mental well-being. Integrated mindfulness features into Samsung's virtual assistant Bixby. Designed an experience that helps users measure key health indicators on mobiles and wearables.

Product Designer

Jan 2018 - Aug 2018

Zazzle, Capstone Project | A creative app called "PicPong"

Designed a collaborative creation app to help millennials form creative habits. Conducted user research on creativity and habit formation. Ideated concepts and made interaction design. Led the UI design of the app and made micro-interactions. Conducted usability testing for design iterations. Developed a creative strategy that helps Zazzle to expand its territory to the younger generation and to enrich their design product line.

Co-Founder & Product Designer

Aug 2014 - Sep 2017, Part-time

Convict Journal | A multi-platform fitness solution with 30,000 users

Co-founded a fitness website and a mobile app to help people log their exercise and engage with the fitness community. Worked on the interaction and visual design of the platform. Conducted user research to identify people's pain points in their fitness journey and did usability testing to iterate the product. Set up and operated affiliated social media accounts with 40,000 followers.

Content Editor Intern

Jul 2014 - Sep 2014

Tencent Technology

Edited and translated news and designed illustrations for the Tencent News. Maintained and operated Tencent News web pages, news plug-ins and mobile apps. Reached 100 million page views per day for the social news channel.