Lulu (Zilu) Zhu

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EDUCATION

ArtCenter College of Design MDes in Interaction Design   Incoming **Fall 2024**
University of California San Diego B.S. in Computer Science, minor in UI/UX Design, GPA **3.4**   Graduated **Jun 2022**

PROJECTS

Cafe Finder — UX Researcher and UI/UX Designer (link)   **Nov 2023 - Present**
- Built desktop and mobile prototype for a directory web application catered to users exploring coffee shops using Figma
- Discovered gap in market for globally-inclusive cafe finder applications with detailed information about the shops through market and UX research
- Formulated minimalistic editorial UI design to reduce cognitive load and improve browsing experience

Yelp Camp — Fullstack Engineer (link)   **May 2023 - Jun 2023**
- Created CRUD web application of a community site for users to browse, review, and share campsites using ReactJS, JSX, and CSS Flexbox
- Integrated Firebase for user authentication and real time database, and NodeJS for date time objects
- Improved accessibility by conducting cross-browser and device compatibility testing to adhere to WCAG and SEO best practices through responsive web development, linters, and guidelines

UI/UX Portfolio — Front End Developer and UI/UX Designer (link)   **Jul 2022 - Oct 2022**
- Designed portfolio website through high fidelity prototype on Figma with responsive web design
- Implemented and deployed lightweight web application using HTML5, CSS Flexbox, Bootstrap, and media queries
- Analyzed self-set scope progress weekly and adapted deadlines based on milestones, pace, and debugging needs

PROFESSIONAL DESIGN EXPERIENCE

Theta Tau Engineering — Freelance Creative Lead and Graphic Designer   **Jun 2019 - Jun 2021**
- Led design team of 6 while creating multiple recruitment campaigns' concepts and designs
- Spearheaded transition from in-person to virtual marketing during the pandemic and increased virtual brand presence

TREND Magazine — Freelance Graphic Designer   **Oct 2018 - Jan 2020**
- Designed magazine spreads, covers, and merchandise for a bi-annual student-run fashion magazine
- Collaborated with writers, photographers, models, editors, and stylists to adapt designs to needs while ensuring quality

PROFESSIONAL SOFTWARE EXPERIENCE

General Atomics — Software Engineer Intern   **Jun 2021 - Jun 2022**
- Automated data acquisition, processing, and summarizing for fusion research by developing 4 Python scripts
- Created algorithm to automate daily tasks involving data such as pulling experiment data from a complex file structure, increasing the team's efficiency by 18x
- Reduced user error in data manipulation by 5x by engineering scripts for enhanced user-friendliness and safety

University of Rochester's Laboratory for Laser Energetics — Fullstack Intern   **Jul 2020 - Sep 2020**
- Initiated web application to provide researchers with diagnostic setup information based on desired user configurations using AngularJS, Bootstrap, and NodeJS, allowing for more accurate experiment results
- Wireframed and storyboarded project UI/UX design

SKILLS

Design Figma | UI/UX Design | User Research | Wireframing | Photoshop | Procreate | Illustrator | Indesign
Front End ReactJS | REST APIs | NodeJS | Bootstrap | AngularJS | Unit and E2E Testing (Jest, Cypress)
Languages Javascript | HTML | CSS | Python | Java