

Duoning Zheng

Interaction Designer

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Education
ArtCenter College of Design
Pasadena, CA
Sep 2019 - Apr 2023

Bachelor of Science in Interaction Design
• GPA: **3.9/4.0**, with Distinction
• Recognition: ACCD Student Gallery Prize, ArtCenter Provost’s List
• IxD Department Scholarship

Experience
Xtelligent
Los Angeles, CA
Jan 2023 - Apr 2023

Interaction Design Intern
• Designed and validated the performance metrics dashboard MVP of the Cooperative Intelligent Transportation System (C-ITS).
• Cooperated with the cross-functional development team and 4 city clients to develop the MVPs with lean UX processes.

Samsung Research America
Mountain View, CA
May 2022 - Sep 2022

Interaction Design Intern
• Coordinated with engineers to build and launch a web-based internal AI scenario video creation tool in 3 months.
• Created high-fidelity wireframes, UI designs, design system and component libraries to ensure the scalability of the future design.
• Led the research, conducted 4 interviews, 2 card sorting sessions, and performed A/B testing of 2 key pages for iteration.

Baidu Apollo
Shenzhen, Guangdong
May 2021 - Aug 2021

UX Design Intern
• Collaborated with 3 cross-functional teams to design the onboarding feature and subscription feature for the Geely EX11 car operating system.
• Produced a number of experimental interaction components and developed a futuristic framework for the upgrade of Baidu Maps by conducting the competitor research, analysis, and user experience maps.

ArtCenter College of Design
Pasadena, CA
Sep 2020 - Dec 2020

Teaching Assistant
• Involved and participated in the teaching of the Prototyping 1 course to 17 students to assist and motivate them to develop their coding, computational thinking, critical thinking and fast digital prototyping skills.

Skills
Industry Skills

Lean UX / User Experience Design	3D Motion Design
Interaction Design	Physical Computing
User Interface Design (UI)	Rapid Prototyping
Tech-Centered Design	Communication Skills
Human-Centered Design	Storytelling / Presentation
Usability Testing	Self-directed
Data Visualization	Strategic Planning

Software

Figma, Unity, Skech, Adobe Creative Suite, Protopie, Blender, Cinema 4D, KeyShot, SolidWorks, Microsoft Office Suite, HTML/CSS, Webflow, Python, C#, Processing, React.js, Particle IoT

Language

English - Professional **Mandarin** - Native