

SHANGYI ZHOU

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PROFILE SUMMARY

Interdisciplinary self-oriented designer specializing in UX/UI, product, app, web, and interaction design across digital media and technology. Skilled in human-centered user research, problem-solving, and design principles, with hands-on experience in exposure to innovative technology to challenge the status quo. Currently pursuing M.A. in Digital Media & Extended Reality at the University of Chicago. Eager to apply my unique design taste in a team-based environment.

EDUCATION

University of Chicago, Chicago, IL (Most Recent)

Sep 2025 - Present

M.A., *Digital Studies of Language, Culture, and History* Specialization in **Digital Media and Extended Reality**

- **Relevant coursework:** Human-Computer Interaction, Digital Multi-Media, UX/UI, XR, Front-End Development.
- **Focus** on combining user-centered interaction design with emerging technologies as a creative problem-solver.
- GPA: 3.95/4.00, Dean's Scholarship.

UC San Diego, San Diego, CA

Sep 2021 - Jun 2025

B.A., Interdisciplinary Computing & the Arts Major + Art History

- **Relevant coursework:** UI/UX Design, Design Communication, Virtual Environments, Computer Graphics, Game Design, Product Design, Industrial Design, Media Arts, Data Science, Cognitive Science, Content Design, etc.
 - **GPA:** 3.86/4.00, Provost Honors. **Captain** of CFA Soccer Club and **Vice President** of EleFilm film club.
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PROFESSIONAL EXPERIENCE

Guangzhou Lifang International Digital Technologies Co., Ltd., Chengdu, China

Jul 2025 - Sep 2025

UI Designer Intern

- Delivered **30+ low/high-fidelity prototypes** for culturally-focused interactive products, owning end-to-end UX/UI design from user research and wireframing to usability testing and production handoff.
- Built a **Figma design system (20+ components)** with unified IA, boosting collaboration efficiency by **30%**.
- Ran agile sprint cycles with **20+ cross-functional stakeholders**, aligning design with product requirements.

University of Southern California, Los Angeles, CA

Jun 2024 - Jul 2024

Research Assistant with Prof. Aisling Kelliher from The School of Cinematic Arts

- Designed an AI-driven HCI framework around emotional recognition and memory management, building human-centered interaction architecture through user research, prototype iteration, and usability analysis.
- Synthesized **100+ behavioral data points into 10+ actionable UX recommendations**, applying data-driven design thinking to enhance system responsiveness, emotional resonance, and interaction clarity.

Nanjing Museum, Nanjing, China

Aug 2023 - Sep 2023

Museum Curator Intern

- Coordinated **3 large-scale international exhibitions**, optimizing visitor user flow and visual communication.
 - Translated and authored bilingual (ENG/CHN) documentation for **1,000+ artifacts and 20+ exhibition texts**.
 - Facilitated expert panels with **10+ specialists**, managing cross-institutional stakeholder workflows.
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CAMPUS EXPERIENCE

UC San Diego, Envision Arts & Engineering Maker Studio, San Diego, CA

Jan 2024 - Jun 2025

Lab/Studio Assistant

- Supported **300+ students** in hands-on design projects, teaching prototyping and problem-solving grounded in user needs by promoting collaboration across engineering and visual design in a makerspace environment.
 - Instructed 3D printing, laser cutting, and fabrication to support rapid prototyping and interactive design realization.
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ADDITIONAL INFORMATION

- **Technical Skills:** UX/UI Design, Interaction Design, XR/VR, HCI, Front-End Development, Data Management, Prototyping, Wireframing, Design Systems, User Research, Usability Testing, Product & Project Management.
- **Front-End Development:** HTML, CSS, Svelte, Responsive Web Design.
- **Programming Languages:** Java, Python, JavaScript, C++, C#, SQL.
- **Software:** Figma, Photoshop, Illustrator, InDesign, Blender, Rhino, Sketch, Unreal Engine, Unity, MS Office.