

Xiaoyun Zhou

UX Designer | Interaction Designer

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(912) 482-7857 | [Linkedin](#) | [Portfolio](#)

EDUCATION

Savannah College of Art and Design

M.A. in Interaction Design; GPA: 3.75

Savannah, GA

Sep. 2023 – Nov. 2025

Guangxi University

B.A. in Product Design; GPA: 3.75

Guangxi, China

Sep. 2019 – Jun. 2023

SKILLS

Design & UX: Wireframing, Prototyping, User Research, Usability Testing, A/B Testing, Information Architecture, Accessibility

Software & Tools: Figma, FigJam, Miro, Maze, Notion, Adobe Creative Suite, Processing

AI-Assisted Development: Vibe Coding (Cursor, Claude), built personal portfolio website

WORK EXPERIENCE

RISE2GETHER

Volunteer UX/UI Designer

Remote

Apr. 2026 – Present

- Analyzed clicks and browsing time of 150 visitors to build a user behavior model, then restructured the website's information architecture and redesigned the program overview and volunteer sign-up pages
- Compared 150 visitors before and 150 after the redesign: volunteer sign-up time dropped about 30%, with a clearer, more logical inquiry flow
- Developed wireframes, prototypes, and a style guide and design system for consistency; supported developer handoff

Boohee

UX Design Intern

Shanghai, China

Jun. 2022 – Aug. 2022

- Reviewed nearly 20 App Store reviews and built a persona-based virtual family model, finding that Boohee's chronic disease tracking couldn't tell which foods were safe for a specific condition
- Designed a Family Card feature linking family members' health accounts for condition-specific dietary recommendations, restructuring the app's information architecture from 8 generic categories to 4 targeted ones
- Analyzed 4 chronic disease apps via competitive SWOT; delivered high-fidelity Figma prototypes with color-coded food labels

PROJECT EXPERIENCE

Lumen Technologies - Enterprise UX Redesign

Interaction Design Lead · Client Project

Atlanta, GA

Sep. 2025 – Dec. 2025

- Led a 13-person team on a 3-month client engagement with Lumen Technologies. Co-led interviews with 4 customer-facing sales and engineering staff to define 3 enterprise personas (Small, Mid, and Large Enterprise)
- Drove interaction design for the Control Center from concept to production, including a 6-step RFP Generator and a homepage AI chatbot, replacing the phone-based sales process with a structured self-service portal
- Tested the redesign through unmoderated testing, concept validation, and A/B testing; 4 out of 5 testers preferred the new experience, citing improved guidance, clarity, and engagement

Zookey - Zoo Visitor Experience App

UX Designer · Academic Project

Savannah, GA

Jan. 2025 – Mar. 2025

- Gathered insights from 5 in-park interviews and 7 surveys of parents of children aged 4–10; 6 of 7 said their children consistently chose screens over real-world activities, shaping the core design direction
- Designed a gamified animal collection feature and AR voice interaction system that makes the device a reason to look up
- Built a Figma prototype of 6 core features, including smart visit planning with real-time animal alerts and family GPS tracking, refined through 3 rounds of usability testing

Facebook Marketplace Redesign - Trust & Safety

UX Designer · Academic Project

Savannah, GA

Sep. 2024 – Nov. 2024

- Led user research for a 4-person team, conducting interviews and surveys with high-value item buyers and sellers; found that 62% of surveyed users encounter scams weekly, the primary design driver
- Designed an AI seller listing assistant, a real-time AI inspection feature for items and vehicles, and a safe trading location recommender, addressing the trust gap in secondhand transactions
- Evaluated the concepts through usability testing with active Facebook Marketplace users; safe trading location and listing features were well received, but AI vehicle inspection faced skepticism, surfacing a key trust limitation for future iteration