

HAN ZHAO UX/UI/Product Designer

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<https://hanzhao.design>

EDUCATION

- 7/2018-5/2020 **Master of Fine Arts, Design.** Syracuse University, College of Visual and Performing Arts, School of Design *GPA=3.83*
- 7/2017-5/2018 **Academic English.** Syracuse University, English Language Institute
- 9/2013-7/2017 **Bachelor's Degree of Engineering, Water Science and Engineering.** Taiyuan University of Technology, College of Environmental Science and Engineering

HONORS/AWARDS

- 9/2019-5/2020 **GR-Design Award.** Syracuse University, College of Visual and Performing Arts, School of Design
- 7/2018-5/2020 **Tuition Scholarship.** Syracuse University, College of Visual and Performing Arts, School of Design

WORK EXPERIENCE

- 10/2019-5/2020 **Advertising Graphics Assistant.** Teaching Photoshop, Adobe XD, and other design software to the students in the Advertising program at S.I. Newhouse School of Public Communications at Syracuse University. Giving them opinions and advice about their designs.

DESIGN EXPERIENCE

- 8/2019-5/2020 **Portal, Product Design.** Portal is a teleworking device designed for team collaboration. Including hardware and software. Responsible for all work in research, design, modeling, testing and other stages. (<https://hanzhao.design/portal>)
- 8/2019-10/2019 **ResearchGuides, Design Project (Group Project).** Lead the group to design and hold a promotion event of ResearchGuides at Syracuse University Bird Library to support students when they are searching in an unfamiliar subject.
- 7/2019-PRESENT **<https://hanzhao.design>, Personal Website.** Design, code, and deploy the entire website from sketch.
- 1/2019-5/2019 **Flowerbility, Solo Exhibition.** Exhibit one same flower in 36 different styles and formats at Apostrophe's Art Gallery, Syracuse, NY. (<https://hanzhao.design/flowerbility>)
- 1/2019-5/2019 **The History of Hendricks Chapel, Design Project.** Design and hold a light show event in front of Hendricks Chapel at Syracuse University to support students' spiritual and emotional wellbeing. (<https://hanzhao.design/hendrickschapel>)
- 1/2019-5/2019 **May, Game.** Create a game to express my dissatisfaction with Syracuse policemen. (<https://hanzhao.design/may>)
- 1/2019-5/2019 **Tiny Home, Sustainable Design (Group Project).** Design tiny houses for A Tiny Home for Good, Inc. to support people who facing homelessness. Using Life Cycle Analyses to make recommendations for better, more sustainable products.
- 11/2018-12/2018 **Community+, Communication Design.** Communication Design for Food Pantry of Central New York. (<https://hanzhao.design/communitypluscmd>)
- 9/2018-12/2018 **Community+, Design Project (Group Project).** Provide an efficient way for the managers of the Food Pantry of Central New York to know the guests' needs and recruiting more volunteers in order to create a community. (<https://hanzhao.design/communityplus>)
- 9/2018-11/2018 **You Said, Video.** Create a video to encourage people to stop finding excuses and make an effort immediately. (<https://hanzhao.design/yousaid>)

SKILLS

Design Skills: Collaborative Design, Product Design, Service Design, Communication Design, UX Design, Design Research, Concept Development, Design Management, Project Management, English Speaking and Writing

Digital Skills: Photoshop, Illustrator, Adobe XD, Sketch, Figma, Rhinoceros, KeyShot, Final Cut Pro, HTML, CSS, JavaScript