

Zhining Gu / Emily

A designer from interdisciplinary background who design both physical product and digital interfaces.

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zhininggu.com

Skills.

Design

Ideation
Information architecture
Wireframing
UX/UI
Prototyping
Design system
Hi-fidelity design
Storyboarding
Icon design
Illustration
Sketching
Rendering

Research

Card sorting
User interviews
Tree testing
Persona
User journey map
Affinity diagram
Empathy map
Usability test
Competitor analysis
Research report

Software

Figma
Adobe Creative Suite
(InDesign, Illustrator, Photoshop, Premiere, XD)
Microsoft Office
(Word, Excel, Outlook)
Blender
Rhino
Keyshot
Gravity Sketch
Sketchbook Pro
Procreate

Coding

HTML CSS JavaScript

Education.

Pratt Institute, School of Information

MS, Information Experience Design, Class of 2025 (Expected)

University of Cincinnati, DAAP

BS, Industrial Design, Marketing Minor
Cincinnati Global Scholar, Dean's List, Class of 2023

Work experience.

ELEVEN, Product design intern

Boston, MA, Jan - Apr 2022

- Discover usability issue with the current product through analyzing user interviews, research report and usability testing.
- Use sketching, modeling and rendering to ideating new possible solutions to existing products based on project objectives and client requirements.
- Attend internal meeting with design team members and external meetings with clients to for evaluation.
- Develop mid-fidelity models, physical on-paper models and storyboards for usability testing and client evaluations.

Selected clients: Bona, ZEVO, Launchpad Fitness

Yino Design, Product design intern

Shanghai, China, May - Aug 2021

- Independently develop illustration designs, Logo design and packaging design on in-house projects.
- Conduct user interviews, competitive researches and conferences with production factories.
- Conduct usability testing on test products.
- Collaborate with product manager and engineers during the whole process to ensure implementation.

Boncen Design, Product design intern

Wuxi, China, Jan - Apr 2020, Aug - Dec 2020

- Responsible for interface design of in-house projects and usability testing for interface interactions.
- Conduct competitive researches and yearly design trend researches.
- Develop design illustration, sketches and modeling for communication with engineering team and factories.
- Collaborate with engineering team for implementation.