



Zhengao Mei

User Experience
User Interface
Interaction

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LANGUAGE

English
Chinese Mandarin

SKILL & ABILITY

Data Collection

Observation

Interview

Survey

Cultural Probes

Analysis

Card Sort

Data/Information Visualization

Competitor Analysis

Opportunities

Design Question

Problem Finding

Persona

UX/Journey Map

Insights

Framing

Hypothesis

Design/Evaluation

Flow Map

Sketch

Mockup

Wireframe

L/M/H Fidelity Prototype

Storytelling

Prototype Development

User Testing

Knowledge Background

User Centered Design

User Experience Design

Design Thinking

Human Centered Design

Development Knowledge

VR Development

Web Development (HTML, JS, CSS, PHP)

Interactive Installation (Processing, Arduino)

Internet of Things (IoT)

3D Render

Game Engine (Unity 3D, Unreal Engine 4)

Java, C#

Extend

Presentation

Level Design

Game Documentation

Graphic Design (Poster, VI, Book)

SOFTWARE

Adobe: Photoshop, InDesign, Illustrator,

Dreamweaver, XD, After effects

Microsoft: Word, PowerPoint, Excel

Keynote

Miro

Sketch

Arux

Atom

Figma

3D max

Maya

Processing

Arduino

Unreal Engine 4

Unity 3D

Painter

EDUCATION

Savannah College of Art and Design (SCAD)

MFA Interactive design and game development

China Central Academy of Fine Arts (CAFA)

BFA Experiment media, 2014

EXPERIENCE

Theoretical research

Current

Explore the a more suitable approach to interact with VR/AR workspace

Utilizing the virtual 3D User Interface built on the Cognition Science Theory will greatly enhance the 3D digital sculptor's experience

BMW Project Vector

Dec 2019 - Jan 2020

UX Designer and Prototyper

Develop China's BMW driving system. In the project, I was mainly responsible for the design and prototype development of autopilot

Ford and SCAD Collaborative project

Mar - Jun 2019

UX Designer and Prototyper

Driving experience enhances. Design the solution to let drivers feel fun in the daily driver. My work is to analyze research data to collaborate with insight makers to design the UX map.

JCB and SCAD Collaborative project

Aug - Dec 2018

AR/VR Designer

VR driving experience development. Introduce New truck features.

Designed interactive, Coding of interactive part and UI in VR

"We Live" Studio

Aug 2014 - Jun 2016

Co-founder and Art Director

Collaborated on APP for air pollution

Detection device prototype. Designed data display for mobile phone. The concept was created for the Interactive Beijing Design Week Competition of 2013 themed "Our air! Our responsibility". Collaborated with the hardware company to create the product.

Time Tapindata

Jun - Aug 2013

Intern UI Designer

Technology Co., Ltd. Mobile social app,

My job is drawing icons, changing The UI layout for iteration

AWARDS & HONORS

Art Plus Exhibition in Telfair Museums

2019

New media art works **Solaris** is collected

Excellent Work of Earth-One Hour

2014

The blue sky project, **World Wildlife Fund.**

Third Prize of Graduation Design

2014

China Central Academy of Fine Arts.

First Prize of Interactive Beijing, **Beijing Design Week.**

2013

Second Scholarship China Central Academy of Fine Arts.

2013