

Bowen Zhou

Interface & Experience Designer

www.bowenzhoudesign.com

bzhou01@risd.edu / www.linkedin.com/in/bowen-zhou123

EDUCATION

Rhode Island School of Design, 2022

Bachelor of Fine Arts Honors
Double Major Industrial Design and Sculpture

Brown University, 2021

Cross Registered: Engineering- Design of Space Systems

SKILLS

User Interface and Experience (Desktop, Mobile, AR)

XD, Figma, Prototipe, Invision, Sketch

Graphic Design

Adobe creative suite

Animation

After Effects, Dragonframe(Stop Motion), Blender

Video Production

Premiere, Audacity, Projection mapping

Programming

HTML, JavaScript, Python, Arduino

Augmented Reality

Hololens

CAD Modeling

Rhino, Solidworks

Fabrication

Metal (Precision machines, handtools, welding),

Rapid Prototyping

ACTIVITIES

Scientific paper for Institute of Electrical and Electronics Engineers (IEEE)

Augmented Reality User Interface Research Paper for MIT SpaceCHI

MIT Space CHI 2021 Conference

Princeton Envision Conference 2019, 2020

Brown Hackathon 2019

RISD Makeathon 2019

Adobe UI/UX Design Challenge Finalist 2019

EXPERIENCE

Hyundai Motor

Kia Design Innovation Intern
Innovation Design Intern
Innovation Designer - Contract

October - December 2022, Seoul, Korea

February-May 2021, July-September 2021, Seoul, Korea (Remote)

As a contracted designer worked with a partner to design urban analytical models and created a smart city service model that was adopted and showcased by Hyundai at the 2022 World Cities Summit. As an intern, developed pneumatic robotics and sustainable vehicle concepts.

NASA

RISD AR Team Co-Lead & UI/UX Design Lead - Contract

September 2020 - June 2022, Providence, RI, U.S.

Validated and gathered testing data for NASA on spacesuit AR technology by creating a fully functional augmented reality interface program on the Hololens to assist astronauts during their spacewalks. Directed and coordinated a team of 20 designers and software engineers from RISD, Brown, and Case Western University, and led design training and sprints.

Fidelity Investments

Strategy (UI/UX) Design Intern

June-August 2021, Boston, MA, U.S.

Worked with two engineers and a product manager to design a spatial audio live chat interface from scratch. The finished software validated the technology and experience as an internal communication model.

Lit Motors

User Experience Design Consultant

June - August 2022, Portland, AZ, U.S.

Redesigned Lit Motors' customer pre-order experience, company website, and investor pitch decks. Increased Lit's newsletter and website click rate by 5.0%, new subscribe rate by 0.3%, and attracted 20 new product pre-orders. Currently designing UX strategy for Giant shoulder's Harvard schools website redesign RFP.

Brown Space Engineering

Ground Software Design Lead

Fall 2020 - Fall 2021, Providence, RI, U.S.

Created the strategy and basic wireframe framework of a satellite tracking app. Set goals, trained designers, and directed design efforts of the team.

WanYing Real Estate

Market Analysis Lead-Consulting Contract

Fall 2020 - Spring 2021, Luzhou, China

Provided market insights and positioning directions through extensive market and user research for a government-funded shopping district construction project in an attempt to raise the city's profile. Recruited and led a team of five designers.