Tan Zhou

UX Researcher

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EDUCATION

M.S. Informatics University of California, Irvine

B.S. Electrical Engineering

University of Electronic Science & Technology of China University of Michigan

EXPERIENCE

UX Researcher

First American, Remote

- Delivering two research studies monthly: eliciting research needs from stakeholders and independently defining scope, recruiting participants, choosing and executing methods, and sharing findings and recommendations
- Influencing design decisions and product strategies by presenting credible and compelling evidence to stakeholders and tracking research impacts
- Working with cross-functional teams including Product, Design, Business Analysis, and Training to provide user perspectives throughout the entire development cycle of a feature, from discovery to post-launch

UX Research Lead

08/2020 - 05/2021

09/2019

06/2017

05/2021 - Present

Hack for LA, Los Angeles, CA

- Worked directly with the executive director to identify underlying problems within the current volunteer onboarding process
- Gathered insights through contextual research studies, proposed solutions based on the findings, and verified with user testing
- Documented my workflow and learnings into guides/templates that provided base for future researchers at Hack for LA to iterate on

User Research Coordinator

07/2020 - 08/2020

Kaiser Permanente, Pasadena, CA

- Supported research projects by creating recruiting screeners, recruiting target participants, configuring UX testing environment, and producing study artifacts
- Organized, scheduled, and coordinated remote User Research activities via emails, Survey Monkeys, Calendly, and phone calls
- Optimized the team's recruiting system by growing in-house user panels and suggesting ways to improve the efficiency of research coordination practices

Graduate Student Research Assistant

12/2017 - 07/2019

UC Irvine, Irvine, CA

- Conducted competitive analysis, surveys, one-on-one interviews and thematic analysis to uncover users' motivations, requirements and usability obstacles
- Summarized and communicated results of quantitative and qualitative analyses with various stakeholders
- Translated research findings into design recommendations to increase website conversion rates
- Designed improved logic and flow of conversational interactions through heuristic analysis, affinity diagram, persona, and storyboards

SKILLS

Stakeholder Interview Mixed Methods Research Ethnographic Interview Survey Design Journey Mapping

Persona

Wireframing

Competitive Analysis

Affinity Mapping

Usability Testing

Participant Observation

Experiment Design

Data Visualization

Statistical Analysis

A/B Testing

Tree Testing

SOFTWARE

Miro

Dovetail

Maze

R Studio

GitHub

JIRA/Scrum tool

Survey Monkey

UserTesting/UserZoom

Adobe Creative Suite

Figma

Google Suite