

Bowen Zhou

Interaction & Experience Designer

www.bowenzhouart.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, Protopie (user flows, storyboards, wireframes, mockups, prototypes)

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

Published 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

Innovation Design Intern

Spring 2021 & Summer 2021, Seoul Korea

Worked with a partner to research urban analytical models and scenario-based plans for building human-centered speculative sustainable energy infrastructures.

Fidelity Investments

Strategy (UX) Design Intern

Summer 2021, Boston, MA

Evaluated and tracked important trends in current technology and demographics. Worked with engineers and product managers to research and design user-centered spatial audio live chat interfaces from scratch.

WanYing Real Estate

Market Analysis Lead

Fall 2020 - Spring 2021, Luzhou, China

Contracted to recruit and lead a team of five designers to conduct market and user research for a government-funded shopping district construction project in an attempt to raise the city's profile.

Gender Equality by Design

Founder & Director

Fall 2018 - 2019, Providence, RI

Founded a children's play product startup that empowers people to be their most inclusive, authentic selves by inspiring children's understanding of genders, physical consent, and equality.

LEADERSHIP

RISD Space Design (RSD)

NASA SUITS (AR) Team Co-Lead & Design Lead 2021 Vice President

Fall 2020 - Current, Providence, RI

SUITS: direct and train a team of 20 designers and software engineers in creating a fully functional spacesuit AR interface program to assist NASA astronauts during their spacewalks. Supported by NASA.

VP: Led outreach team, administrative tasks & teams planning.

Brown Space Engineering

Ground Software Design Lead, NASA Video Lead

Fall 2020 - Fall 2021, Providence, RI

Ground Software Design Lead- set goals, train members, and direct design efforts towards creating a satellite tracking app.

NASA Regolith Mitigation Technology Challenge: Application researcher, technical writer, core designer, video production lead.