

Mary Zhang

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Los Angeles, CA | 626.226.3279

Experience

Human Interface Design Research Intern, Apple

Cupertino, CA | June 2023 - Sep 2023

- * Designed, conducted, analyzed 90-participant design usability study for Apple IDE (Xcode) interface design w/ quantitative + qualitative methods
- * Proposed information architectures and interface features to optimize Xcode developer discoverability and usability
- * Used systems thinking, wireframing and data analysis to build user patterns and profiles to evaluate existing usability
- * Collaborated with HI designers to implement findings into design features

Design Field Researcher, ArtCenter College of Design (Off-site)

Taipei, Taiwan | May 2023 - June 2023

- * Conducted cheongsam dressmaking ethnographic fieldwork with two master dressmakers and at Fu Jen University's fashion archive
- * Interviewed, documented and synthesized cheongsam histories, design evolutions and toolmaking for design research with Dr. Elizabeth Chin

Design Lab, Graduate Teaching Assistant, ArtCenter College of Design

Pasadena, CA | Sept 2022 - present

- * Hosting workshops for interaction softwares: Unity, Figma, Processing
- * Offering office hours for physical computing prototyping and programming support for faculty and students' studio and thesis projects

Neurotech R&D Engineer, Kernel

Culver City, CA | Jan 2020 - June 2022

- * Mapped user flows for the Kernel App, designed and coded 15 mobile application intake surveys and screening pages using HTML/CSS/JSON
- * Spearheaded mechanical user research and comfort wearability studies of Flow headset with 200 participants and presented insights
- * Analyzed brain activity and hemodynamics using Python data analysis
- * Designed and manufactured fixture tooling for optical lens assembly using Solidworks and CNC machining

R&D Engineer I, Microvention-Terumo

Aliso Viejo, CA | July 2019 - December 2019

- * Conducted PLM user experience research across the company and modeled over 200 neuroendovascular devices using Solidworks + Catia

Education

ArtCenter College of Design, MFA Pasadena, CA

Media Design Practices,

Anticipated graduation: April 2024

Duke University, BSE Durham, NC

Biomedical Engineering +

Neuroscience, Minor: Visual Arts

Graduated May 2019

Skills

Design

Blender, Rhino, Unity, OBS,

Adobe Creative Suite

(PS, Lr, ID, AI, Pr, Ae), Figma,

Sketching, User Research

Digital

AI/ML (Runway, Stable Diffusion), C#,

GLSL, Processing, p5.js, MATLAB,

Python, Plotly, HTML, CSS

Electrical

Arduino, Raspberry Pi,

PCB fabrication, EAGLE,

Circuit design and testing, LabView/

DAQ, soldering, physical computing

Mechanical

SOLIDWORKS, Fusion360

3D printing (Ultimaker, Formlabs,

Sprintray), machine shop

Publications

Kernel Flow: A high channel count scalable time-domain functional near-infrared spectroscopy (TD-fNIRS) system,

Journal of Biomedical Optics, 2022