

Zhijun Song

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Summary

- Adaptable **Design Technologist(UX Engineer)** with 3 years of **Frontend Development** experience, focus on **products, retail tech, design system, design tooling**, skilled in the intersection of technology and design. Committed to crafting pixel-perfect user interfaces. Expertise includes UX Design, Service Design, and Installation Design.
- Portfolio site: zhijunsong.com (password: zjsong01)

Experience

Amazon - Design Technologist(UX Engineer), Shopping *09/2022 - Current*
Seattle, WA

- Led the orchestration of the **Amazon mobile app** prototypes, overseeing **A/B testing** and **frontend technical specifications**. Spearheaded the rebranding of the app's homepage, enhancing user experience through improved **accessibility, fully responsive design**, and **compatibility across iOS and Android devices**. Focused on optimizing call-to-action elements, delivering a next-generation retail experience.
- Develop and maintain the Amazon store-front e-commerce Design System DocSite, leading to a more streamlined and user-friendly **design system** documentation and **codeless editing** experience with the headless CMS.
- Pioneer the creation of production-level frontend code for demonstrations with **React, TypeScript**, and various JavaScript animation libraries, consistently aligning both the design and tech team goals.

Parsons School of Design - Web Developer *11/2020 - 09/2022*
New York, NY

- Designed and developed school websites with WordPress, CSS, HTML, JavaScript, PHP
- Used Ektron CMS to manage and archive school database

MSG Ventures - UX Design Intern *06/2021 - 08/2021*
New York, NY

- Sketched the game UX for the MSG sphere gaming experience
- Developed UI and UV model assets using Unity and Maya for interactive game prototypes

Sencity - Creative Technologist, Interactive Design *07/2019 - 06/2020*
New York, NY

- Launched the award-winning flagship product, a large-scale pinwheel interactive light installation, celebrated at the **Australia Design Awards 2023**, attracted **500k+** interactions during the exhibition.
- Conceptualized and executed an emotional installation that seamlessly merged urban life with cutting-edge digital interactions.
- Coordinated between cross-functional design and tech teams, ensuring the successful delivery of the interactive installation and **ToB dashboard** software through a smooth and collaborative development process.

Education and Training

05/2022

Parsons School of Design

New York, NY

MFA: Design and Technology

05/2019

Maryland Institute College of Art (MICA)

Baltimore, MD, United States

BFA: Interactive Art

Department Recognition Award

Dean's List

Skills

- **Language:** Proficient in **Typescript, Javascript**; Familiar with **Python**
- **Frontend: React, AngularJs, Next.js, React Native**, Expo, HTML, CSS, Node.js, Tailwind, Emotion, D3.js, Three.js, WebGL,
- **Design:** UI/UX, Figma, Design System, Adobe illustrator, Spline, TouchDesigner
- **Other:** RESTful API, **GraphQL**, Kotlin, Unity, Strapi, CMS, Agile, git, AWS,

Activities and Honors

- Wind. Light, WILD Design Awards, shortlist, 2023,
- Wind. Light, Australian Design Awards 2023, Sliver Award, 2023
- Wind. Light, Sydney Design Awards 2022, Sliver Award, 2022
- Alt-Alterity, Immersive Exhibition, UAAD, Group Exhibition, 01/2024
- Sojourn Gen-AI Immersive Show NYFW, New York, NY, 09/2023
- Oculus Launch Pad 2019 Fellow, San Jose CA, 09/2019
- XFab UX Researcher, Beijing, China, 09/2021-12/2021
- Stage Design for Baltimore Choral Arts Society, Baltimore, MD, 09/2018 – 02/2019
- "1 1 1/2", Showcase, SmetanaQ Gallery, Prague, 05/2018