Cloris Zheng

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Interdisciplinary Designer with Masters of Interaction Design

Skilled Interdisciplinary Designer with a Master's in Interaction Design from Monash University and a background in Interior Design from UNSW. Proficient in building digital interfaces using Figma, Protopie,Photoshop and etc. Proven track record in leading projects that significantly improve user engagement and operational functionality.

Education

Bachelor Degree with Honours, Interior Design - University of New South Wales   Feb. 2018 - Dec. 2021

Master of Interaction Design - Monash University   Jul. 2022 - Dec 2023

Professional Experience

Founder, Creative Director
Seasons Innovation Self Study Place
Feb 2021 - Mar 2023

- Developed the brand identity for 'Chunsongxiaxi', a shared self-study space, by integrating cultural elements into the logo design. This involved depicting traditional Chinese windows and wind, symbolizing openness and inspiration, which reinforced the brand's identity and supported the marketing strategy.
- Led the design of digital assets, including website graphics, social media visuals, and promotional materials, ensuring brand consistency across all platforms.
- Collaborated with the UX team to conceptualize and implement intuitive user interfaces, it involved utilizing Figma for UI design and Protopie for prototyping.
- Executed targeted digital marketing campaigns across multiple platforms such as WeChat and Meituan.

Sales Associate
Capri Holdings
Oct 2024 - Present

Delivered customer service, maintained high store standards, and drove sales through strategic brand and product knowledge, building lasting relationships with VIP clientele, and actively participating in promotional events and CRM activities.

Academic Projects

Moospace, A learning Preference Plugin (Project # 1 on Website)- UI/UX Design
Monash University
2024

Redesign of the Moodle platform to improve communication and productivity for Monash University students and staff.
- Conducted surveys and in-depth interviews with users to identify key problems with the current Moodle system.
- Used Figma, Protopie, and Photoshop to redesign Moodle's interface.
- Developed an integrated feedback system within Moodle to facilitate direct communication between teachers and students.
- Tested and validated the redesigned Moodle system with real user groups to ensure improved efficiency and engagement.

Dream Pillow, Health App (Project # 2 on Website)- UI/UX Design
Monash University
2023

An app designed to help users achieve better sleep habits and overall mental health by adjusting their nighttime routines.
- Based on James Clear's behavior change model, focusing on the stages of cue, craving, response, and reward to structure the app's functionality.
- Used Figma for UI design, Protopie for interactive prototyping, and Photoshop for graphics.
- Developed features like sleep time reminders, relaxing audio options, and sleep tracking analytics.

Please visit https://www.cloriszheng.com for more projects

Professional Skill Set

UI/UX and Prototyping	Graphic Design	Video and 3D Visualization		Programming
- Figma	- Photoshop	- Adobe Premiere Pro	- Cinema 4D	- C++
- Adobe XD	- Illustrator	- Enscape	- Nomad Sculpt	- Arduino IDE
- Protopie	- Canva	- Lumion		