

CHEN ZOU

650 550 0690 | hi@chenczou.com | chenczou.com

EDUCATION

University of Waterloo

Honors Bachelor of Computer Science, Minor in Economics

Jan 2019 (expected)

Waterloo, ON

- CS Research Assistantship (Spring 2016 & Winter 2017), International Student Entrance Scholarship, Dean's Honor List.

EXPERIENCE

Roblox

Product Manager Intern

May 2017 - Aug 2017

San Mateo, CA

- Redesigned and presented the Trading System (now in implementation) to simplify and improve users' trading experience.
- Collaborated with 6 Product interns to conduct developer interviews & competitor analysis and redesign the Develop page; presented the high-level design & MVP to the directors.
- Wrote product specs to define new Avatar features (Catalog integration in Avatar Editor, costumes & bundles, trail effects, pose creator, animation preview, etc.) to enhance the player experience on mobile, web and Xbox.
- Wrote specs for search query auto-correction & recommendation system to optimize game search results.

BlackBerry

Product Manager Intern

Sept 2016 - Dec 2016

Mississauga, ON

- Conducted competitive analysis of the incoming call feature and presented feasible improvements to the team.
- Proposed mobile user acquisition strategy for Hub+ Suite of apps; initiated a user research to understand retained users behaviors, needs and motivation, and retarget potential users.
- Wrote Python scripts & HQL queries to perform data analysis on Hub+ Suite, and evaluated growth strategy in ongoing reports to the stakeholders.

Freelancer

UX/UI Designer and Web Developer

Mar 2016 - Apr 2017

Boston, MA

- Worked closely with clients acquired through referrals & social media (chenczou.com) to identify stakeholders, understand features & functional requirements, and produce comprehensive documentations.
- Developed sketches, high fidelity annotated wireframes and site maps for information architecture.
- Provided implementable UI design and prototype using Sketch & InVision, and evaluated usability testing.

Lovever

Founder

Sept 2015 - Aug 2016

Toronto, ON

- Developed the shared vision of Lovever, a startup aiming to help couples in long-distance relationships maintain and keep developing their relationships remotely.
- Built a website (lovever.me) and conducted user research online & in person to test the idea and identify the target users.
- Recruited and led a team of 5 iOS engineers and designers to build Lovever from concept to private beta.
- Established and executed the roadmaps for 2 app versions; identified and analyzed key metrics for continuous improvement.
- Formulated pre-launch marketing strategy and led marketing to test and prioritize online, offline and partnership channels.

PROJECTS & HONORS

Best On-Demand Hack, HackMIT

Sept 2016

- Designed an iOS app to help students post and browse items for sale on campus in a fun/easy way through short videos.

Finalist, Waterloo Hacks

Jan 2016

- Designed an iOS multi-destination route planner with intelligent route optimization.

Top 10 of 18,161 participants (93/100), Euclid Mathematics Contest

May 2014

- Solved challenging mathematical problems in advanced algebra & calculus by proofs.

SKILLS

Software Development

Python, C/C++, JavaScript, SQL, Hadoop, Hive, MongoDB, Git

Product Design

Mobile & Web UX/UI design, Rapid Prototyping, Ideation, Balsamiq, Sketch, InVision

Product Management

Agile, Metrics Analysis, Advanced Organization/Prioritization/Communication Skills