

CHEN ZOU

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

EDUCATION

- Bachelor of Computer Science, Minor in Economics - University of Waterloo** Jan 2019 (expected)
- Received a 4.0 GPA in Human-Computer Interaction. Excelled in leadership and entrepreneurship classes.
 - CS Research Assistantship (Spring 2016 & Winter 2017), International Student Entrance Scholarship, Dean's Honor List.

EXPERIENCE

Roblox May 2018 - Aug 2018
Associate Product Manager Intern, Develop San Mateo, CA

- Launched Animation Editor in Studio; currently leading the cross-functional team through multiple innovative iterations.
- Working closely with engineers and designers on new Develop product design & prototypes to empower imagination.

Roblox May 2017 - Aug 2017
Product Manager Intern, Avatar San Mateo, CA

- Prioritized, defined, and provided product specs for 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.
- Redesigned Develop (now Create) page and pitched the high-level design & MVP to stakeholders with 6 Product interns.
- Redesigned and presented the Trading System to simplify and significantly improve users' trading experience.
- Wrote specs for search query auto-correction & recommendation system to optimize game search results.

BlackBerry Sept 2016 - Dec 2016
Product Manager Intern, Hub+ Suite 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 of growth strategies in ongoing reports.

Lovever Sept 2015 - Aug 2016
Founder 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.
- Recruited and led a team of 5 iOS engineers and designers to build Lovever from concept to private beta.
- Established and executed a 1-year roadmap; identified and analyzed key metrics for continuous improvement.

PROJECTS & HONORS

Budgie - CS 449 (Human-Computer Interaction) Jan 2018 - Apr 2018

- Designed and presented a personal finance app to help young adults with low income to build positive habits based on their financial statuses and budget for a better financial future.

Best On-Demand Hack - HackMIT Sept 2016

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

Freelance UX/UI Designer - chenczou.com Mar 2016 - Apr 2017

- Created sketches, wireframes and site maps/app flows for information architecture, and provided implementable UI design and prototypes using Balsamiq, Sketch, and InVision for clients acquired through referrals & social media.

Finalist - Waterloo Hacks Jan 2016

- Designed and pitched 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.