

# CHEN ZOU

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## EDUCATION

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**Bachelor of Computer Science, Minor in Economics - University of Waterloo** Jan 2019 (expected)

- Received a 4.0 GPA in Human-Computer Interaction. Excelled in design, leadership, and entrepreneurship classes.
- CS Research Assistantship (Spring 2016 & Winter 2017), International Student Entrance Scholarship, Dean's Honor List.

## EXPERIENCE

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

- Collaborated on designing and building Rthro and over 200 Rthro-native bundles to provide users with a sophisticated avatar editing system and an extensive virtual catalog, giving them greater customization freedom to express creativity.
- Launched Animation Editor with Inverse Kinematics in Studio; led the cross-functional team through multiple iterations.
- Brainstormed & worked on new Develop features closely with the team to empower imagination. (Stay tuned!)

**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

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**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](http://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.