

Tristan Zhan | Interaction Designer

Tristan is a creative and user-focused professional with a strong passion for crafting seamless digital experiences. He is proficient in user research, wireframing, prototyping, and design systems, with the ability to translate complex ideas into intuitive interfaces. Skilled in collaborative team environments, Tristan drives user-centric solutions that balance functionality with aesthetics. He enjoys learning, cooperating with teams, and solving problems effectively.

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Experiences

Wisonic | Intern: UI Designer

Jun 2024 – Jul 2024

Worked as an UI designer in the design team of the company. Cooperated with other designers and product manager to launch new and adjust current interfaces for medical equipments based on needs.

Projects

GlowUp

Nov 2024 – Dec 2024

Designed an interactive educational program aimed at promoting skin health awareness and fostering positive skincare habits among teenage girls. The initiative focused on providing foundational knowledge about dermatological care, emphasizing the importance of daily routines, proper product usage, and long-term skin wellness.

Visionboard Pro

Oct 2024 – Dec 2024

A tangible interactive tool for users to collaborate. This tool should enable users to present and organize their ideas and finally capture most important key ideas to output an physical idea book.

Health Wins

Oct 2023 – Nov 2023

Redesigned a brand's visual identity and applied it across platforms, including software interfaces, websites, and marketing materials like posters. Ensured consistency in typography, color schemes, and imagery while tailoring designs for each medium to enhance user experience and brand recognition.

Education

California College of the Arts

2022-2026

Interaction Design

GPA: 3.5/4.0

Core Courses Grades-A

IxD: Foundations

IxD: System

IxD: Behavior

IxD: Visual

IxD: Prototype

Honor

Dean's List

2023, 2024

Students have full-time status and achieve a GPA that places them among the top-performing students in the division.

Skills

Design Tools

Figma • Sketching • Adobe Suit • Fusion360 • User research • User flow • Journey mapping • Wire-framing

Skills

User Research • Usability Testing • Journey Mapping • Personas • Storyboarding • Design Thinking • Workshopping • Information Architecture