TIANTIAN ZHANG

PRODUCT DESIGNER (UIUX)

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UI/UX Designer focused on creating intuitive, visually compelling digital experiences that solve real business problems.

WORK EXPERIENCE

Product Designer
Nextgen Interarts Foundation | August 2024 - Present
- Led end-to-end design and launch of a cross-platform website for a national arts foundation.
- Conducted competitive research and information architecture planning to ensure clarity in program navigation across multiple sub-brands.
- Implemented automated workflows using no-code tools to streamline contest submissions, appointment scheduling, and data collection, improving operational efficiency under tight budget constraints.

Product Designer
1stCollab | May 2024 - Jun 2024
- Designed the Creator Progress dashboard to help brands monitor campaign performance, track individual creator metrics, and streamline team workflows—improving usability and data visibility.
- Collaborated closely with PMs and engineers to define user flows and interface requirements, ensuring alignment with business goals and technical constraints.
- Created wireframes and high-fidelity prototypes in Figma to test functionality and optimize layout for clarity and engagement.

UI Designer
DLS Design Studio | 2019 - 2021
- Designed and branded responsive websites for clients in law, healthcare, and small business sectors, focusing on user engagement, visual consistency, and SEO best practices.

3D Designer
Icon Creative Studio | 2022 - 2024
- Designed and textured environments, characters, and props for Emmy-nominated animated series, contributing to visually cohesive and story-driven worlds.
- Applied advanced 3D workflows using Maya, ZBrush, and Substance Painter, while collaborating with cross-functional teams to ensure smooth asset handoff.

EDUCATION

School of Visual Arts | 2018 - 2022
BFA Computer Arts Honors Program

UIUX Google Certificate | 2024

TOOLS & SKILLS

Figma	Adobe Suite	UI UX Design	English
Autodesk Maya	Photoshop	Wire-framing	Mandarin (Chinese)
Website Builders	Illustrator	Prototyping	
	After Effects	Cross-functional Collaboration	
	Substance Painter		