Jenny Zhang

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UX designer and M.S. Information Management student at the University of Washington, currently interning in UX and product management at Rigor AI, a B2B cybersecurity platform. Experienced in user research and usability testing, with a workflow that takes ideas from Figma to working, testable prototypes using Claude Code.

Education

University of Washington, Seattle — M.S. Information Management — Sep 2026 – Jun 2028 (Expected)

University of Washington, Seattle — B.S. Informatics · B.A. Geography: Data Science — Aug 2022 – Jun 2026
GPA: 3.7 · Informatics GPA: 3.82

Experience

Rigor AI — UX & Product Management Intern — Jul 2026 – Present

- Overhauled the interactive sales demo of Rigor AI's cyber defense platform using Claude Code, fixing major usability and accessibility issues and aligning the UI with the brand; the CEO now uses it to pitch customers
- Designed states and interactions for a select-state menu in Figma for the context derivation feature, working within Rigor AI's design system
- Storyboarding and producing the product's sales demo video, collaborating with a 4–5 person design team, PMs, and engineers

UW College of Education Dean's Office — Student Assistant — Oct 2023 – May 2026

- Designed building signage and event materials in Canva; trained and onboarded 7 student assistants

Projects

Kitsap Transit Capstone — Project Lead & UX Designer — Jan 2026 – Jun 2026

- Conducted market research and 5 user interviews, then usability-tested designs with 5 participants, synthesizing findings in Miro into recommendations for the client
- Designed Figma mockups for dual-sided dashboards that help transit staff and riders track bus brochure distribution
- Led a 5-person team, managing timelines, deliverables, and client communication

Metanoia — Founder & Creative Lead · metanoia.land — Jun 2025 – Jun 2026

- Founded an original 2D indie game and led UI/UX direction for a 7-person team, delivering a fully playable game
- Designed UI graphics and prototypes in Figma, built the project website in Lovable with original hand-drawn art, and refined gameplay through playtests

Final Destination — Game & UX Designer — Jan 2026 – Mar 2026

- Designed a drunk-driving awareness game concept in Figma with a 5-person team, using interactive storytelling to engage players with a difficult social topic
- Interviewed a person with lived DUI experience and ran 2 playtesting sessions on the Figma prototype, iterating on the narrative and interactions based on findings

Leadership

UW Graduate & Professional Student Senate (GPSS) — MSIM Senator — Oct 2026 – Present

- Elected to represent MSIM students at monthly GPSS Senate meetings, on the iSchool Student Leadership Council, and on the MSIM Program Committee, relaying student feedback to iSchool leadership

GeoDat Club — VP of Special Projects — Sep 2025 – Jun 2026

- Led branding and visual identity for a 65-attendee hackathon, designing logos and unifying event tracks into a cohesive theme
- Coordinated outreach with 3 student organizations and 5 community partners, including sponsor Woods Coffee

Skills & Tools

Skills: UX Research · Usability Testing · Interaction Design · Prototyping · AI-Assisted Prototyping · Design Systems · Accessibility · Game Design

Design & Prototyping: Figma · Claude Code · Lovable · Miro · Framer · Canva · Adobe Premiere Pro · DaVinci Resolve

Technical: HTML/CSS/JS · Python · SQL · R · Java · QGIS