Bowen Zhou

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SELECTED EXPERIENCES

Alensia XR
2023-2024, 1 Year
U.S.

Mixed Reality User Experience Design Lead
Led UI/UX design for an augmented reality medical education platform spanning student learning, faculty course authoring, and administrator device management. Designed collaborative 3D interactions and structured learning flows, alongside 2D authoring tools that let instructors sequence lessons and reuse modular anatomy animations. Created device-management interfaces to track activation, system status, and institutional deployment.

NASA
2020-2022, 2 years
U.S.

RISD SUITS (AR) Co-Lead, Product Design Lead
Led a 20-person design and engineering team to develop a HoloLens AR interface from concept to prototype, supporting astronaut task performance during spacewalks. Defined product goals and translated research and usability testing into user flows, wireframes, and interactive prototypes through iterative design. Conducted testing in a simulated lunar environment at NASA Johnson Space Center, gathered performance data, and presented findings to key stakeholders.

Fidelity Investments
2021, 3 months
U.S.

Strategy (UI/UX) Design Intern
Designed a mobile spatial-audio chat experience from concept to implementation at Fidelity's Center for Applied Technology, collaborating with two developers and a product manager. Translated emerging-technology research and concept testing into user flows, design systems, and interactive prototypes, helping validate spatial audio for internal communication.

Kia Motors
2022, 2 months
Korea

Design Innovation Intern
Developed a sustainable mobility concept informed by urban and lifestyle research, translating findings into design proposals and physical prototypes. Presented to senior design leadership.

Hyundai Motor
2021, 6 Months
Korea + U.S.

Future Mobility Designer (Contract)
Designed and prototyped pneumatic robotics inspired by caterpillar locomotion. The work informed seat design concepts for Hyundai's Future Mobility team.

EDUCATION

Yale University
2024- present (on leave)

Master of Architecture I
Architectural Scholarship

Rhode Island School of Design
2017-2022

Double Major in Industrial Design and Sculpture
Honors
Sculpture Department Representative

TOOLS

User Interface & Experience
Figma, Adobe CC (Illustrator, Photoshop, AfterEffects, Primere, InDesign), Cursor

Spatial Computing
Mixed Reality Workflows, Rhino, Solidworks, Blender, Enscape, D5, KeyShot

Protoyping and Fabrication
3D Printing, Lazer Cutting, Metal Precision Tools, Wood, Product Prototyping