Chevis Zhou

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ABOUT ME

- **Design Engineer** (3+ YOE): 19 client web builds shipped end to end; one has served 108K new users.
- I am: a design strategist and builder — I drive business goals with design and ship them in code.
- I strive to: pioneer the adoption of emerging technologies and empower my team to excel.

EXPERIENCE

Aethr Design — Design Engineer · Aug 2025 – Present

Design-and-build practice. I own each engagement end to end: scoping, design, front end, launch.

- **AI Build System:** Built the spec-to-code pipeline used across every client web build.
  - Cut delivery from ~12 weeks in Figma and Framer to 3–4 weeks with the AI pipeline.
  - Built two approval gates: spec review before generation and client sign-off on staging.
  - Encoded project rules in instruction files and a 284-line spec format for AI generation.
  - Built Zod schemas and CMS sync to reject invalid content before it reaches production.
- **Client Delivery:** Shipped 19 client web builds using Next.js, TypeScript, Tailwind, and Framer.
  - Built a client portal to track project stages, deliverables, and approvals in one place.
  - Embedded in Arca Wealth's growth pod, delivering tickets with its designers and engineers.

Treevah — Product Designer, Design System Lead · Dec 2024 – Jun 2025

Early-stage cloud file manager approaching its first public alpha. I led the design-system team.

- **Core UX Redefinition:** Rebuilt the inherited three panes with tabs; shipped in Cloud Alpha, Apr 2025.
  - Clarified first-time navigation while preserving advanced filtering for power users.
  - Tested interactive prototypes in 15+ weekly usability rounds, on a pipeline I co-led.
  - Used prototype testing to defend the navigation model through sustained CEO pushback.
- **DesignOps:** Led a four-person team in a ten-person design org; engineering adopted 80+ components.
  - Owned high-fidelity design, compliance, and developer handoff for the component system.
  - Set a two-tier workflow: product teams owned mid-fi; my team owned hi-fi and handoff.
  - Cut each feature's research-to-handoff cycle from ~3 weeks to 2, and ~1 for small ones.

Solara (Widgetti BV) — Product Designer, UX Lead · Sep 2023 – Nov 2024

Open-source Python web framework. UX lead for its marketing site and documentation portal, team of five.

- **Visual Design and Identity:** Designed the relaunch brand, site, and docs with the team, plus the PyData Paris 2024 deck; with leadership's promotion, it drew 96,231 referrals from 137 sites, Oct 2024.
- **Design System:** Unified docs and marketing in a 100+ component Figma library, with 49 semantic color variables over 27 mode-aware primitives to support shared components across both surfaces.

Earlier

- **Vierra Digital** — Lead UI/UX Designer, intern (2023): led four designers on a desktop app's design system.
- **Campus Collect** — design intern (2022): led the design group for a 50K-user mobile marketplace app.
- **Entagile** — design intern (2021–22): led stakeholder research; my live-site IA changes lifted CTR 9%.
- **Usabilathon 2022** — 2nd place on the HelloFresh challenge, in a five-person team; I ran the usability testing.

TECHNICAL SKILLS

Front end: TypeScript, React, Next.js (App Router, Server Components), Tailwind, Motion, HTML, CSS
Design systems: design tokens, semantic color and mode architecture, component libraries, Figma variables
AI and prototyping: code-first prototyping, generative UI, Zod schemas, Claude Code, Cursor, LLM prompting

EDUCATION

George Mason University — M.A., Psychology: Human Factors and Applied Cognition · 2023
Southern University of Science and Technology — B.Eng., Microelectronic Science & Engineering · 2021