

Junheng Zheng

Developer and designer focused on Frontend Systems, UX Design, and AI Tools.

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EDUCATION

Rochester Institute of Technology – 3.7 GPA

Bachelor of Science in Web and Mobile Computing

Rochester, NY

August 2022 – December 2026

EXPERIENCE

IBM Research – Frontend Engineer and UX Design Intern

May 2026 – Present

- Led the redesign and migration of the Apps@Research Data Acquisition platform from **Vue to React**, implementing automated testing through **Jest** and standardizing the UI with IBM's **Carbon Design System**.
- Integrated the application with **Go backend services**, building data-driven workflows and deploying to **Red Hat OpenShift Kubernetes** environments through enterprise **CI/CD pipelines**.
- Developed scalable frontend solutions using **React**, **SCSS**, **JavaScript**, and **Zustand** for global state management, with a focus on component architecture, accessibility, responsive design.
- Designed and implemented features in parallel with a complete **Figma redesign**, bridging design and development workflows through AI tools such as the Figma and Carbon MCPs.

Liberty Mutual Insurance – Frontend UI Engineer Intern (Design Systems)

May 2025 – Aug 2025

- Developer and designer on the Enterprise UI team building and scaling an internal **design system** using **React**, **TypeScript**, and **Storybook**, personally increasing the component library by **50%**.
- Conducted QA checks between the developed React components and Figma Library, increasing scalable, visual and functional consistency across both platforms by over **60%**.
- Led early research on AI and **Model Context Protocols (MCPs)** within Liberty's CFT enterprise UX team, analyzing UX implications and presenting findings to **20+** directors, designers, and developers.

Tiger Snack Box – Lead UI/UX Designer

Feb 2025 – May 2025

- Owned the full UX process for **PACK!**, a mobile game serving **3,000+** consumers, from synthesizing **150+** qualitative insights into design decisions to delivering **6+** annotated user flows for engineering handoff.
- Collaborated with designers, PMs, and mobile developers in an agile team, balancing user needs against business constraints across multiple sprint cycles.

D&D Motor Systems – Frontend Engineer and UX Design Intern

Aug 2024 – Dec 2024

- Worked as a designer and developer resulting in a full client-side redesign that drove a **23%** lift in engaged sessions, **17%** more engaged views, and a **70%** SEO improvement, validated via Google Analytics.
- Developed with **HTML**, **CSS**, **JavaScript**, and **PHP**, utilizing **Figma** for wireframing and prototyping.
- Utilized surveys, analytics, and heatmaps throughout design iterations to produce an in-depth case study.

PROJECTS

Uncommon Hacks 2026 – Winner, Social Impact Track | LifeStory

devpost.com/lifestory

- Won Social Impact track out of **150+** participants; built a memory-care platform for Alzheimer's patients that lets families create a living album of photos and voice narrations, helping patients reconnect with familiar faces.
- Developed using **Next.js**, **React**, **Supabase**, **ElevenLabs**, and **Tailwind CSS**; designed full UI in Figma.

Freelancer | Figma, React, Next.js, Tailwind CSS, Vercel

Feb 2026 – Present

- Freelance as a developer and designer generating a projected **5-Figure ARR** delivering websites for authors.
- Maintained a 2-week sprint cycle per client by leveraging AI tooling, and a streamlined Figma-to-code handoff.

Balance | Figma, SwiftUI, Kotlin

Oct 2025 - Nov 2025

- Designed and iterated 6 high-fidelity screens and edge cases using Figma, implementing a design system following the **atomic design methodology**. Developed the final design as a mobile application in SwiftUI and Kotlin.
- Conducted usability testing with 10+ participants, measuring satisfaction and iterating based on feedback.

SKILLS

Languages: HTML, CSS, JavaScript, TypeScript, SQL, Python, Java

Frameworks and Technologies: React, Next.js, Flutter, Tailwind CSS, Vite, MongoDB, MySQL, Neo4j, Storybook

Design Skills: Wireframing, Prototyping, User Research, Usability Testing, Design Systems, Visual Design

Design Tools: Figma, Adobe Photoshop, Adobe Illustrator, Miro