# Giulia Jiangxian Zhu

**Interaction Designer
|Early-Stage HCI Researcher**

**Email**: zhugiulia@yahoo.com
**LinkedIn**: www.linkedin.com/in/giulia-jiangxian-zhu
**Portfolio:** zhugiuliajiangxian.eu

## Publication

→ **Zhu, G. J.**, Mou, Z., Cosentino, S., Song, Z., Borsato, A., & Giaccardi, E. (2025). Ripples: Voices of the Lagoon—Attuning to Multispecies Justice through Tangible and Embodied Interaction. Companion Publication of the 2025 ACM Designing Interactive Systems Conference, 251–254. https://doi.org/10.1145/3715668.3735596

## Awards

→ **DNA Paris Design Awards 2025, Winner in Graphic Design / UX Design**
→ **Core77 Interaction Design Award 2025 (Student Runner Up)**
→ **UX Design Award 2025 (New Talent)**
→ **ASIA Design Prize 2025 (Finalist)**
Plus – Everybody Counts – AI health assistant for elderly users

→**iF Design Student Award 2024 (Top 300 / 7070 entries)**
Più, Touch the Letters! – Inclusive Braille word game

→ **Award360° 2024 (Social Design Finalist)**
Old Time Games – Encouraging adults to reconnect with childhood play

## Hard Skills

→ **UI/UX Design:** Figma, Protopie, HTML/CSS
→ **Interaction Prototyping:** Arduino, physical computing
→ **Research & Writing:** Academic writing, design research, information visualization
→ **Graphics & Illustration:** Adobe Creative Suite, Procreate
→ **3D & Motion:** Cinema 4D, basic animation
→ **Other Tools:** Video editing, data analysis, workshop facilitation

## Soft Skills

→ **Project Management**
Long-term research planning and coordination.
→ **Team Collaboration**
Experienced in intercultural, interdisciplinary teamwork; adaptable in leading/supporting roles.

## Languages

→ **Italian:** Native,
→ **Chinese:** Native,
→ **English:** C1 (IELTS 7.0),
→ **German:** A2

## Education

→ **Politecnico di Milano,** Italy
MS in Digital & Interaction Design | 2023–2025 | GPA: 28.85/30 | Graduated with 110/110 cum laude
Key Courses: Envisioning AI, More-than-Human AI, UX & Interaction Design
**Thesis**: "I Just Needed Someone to Listen": Designing Embodied AI Companions to Support Young Adults' Well-being.

→ **Academy of Fine Arts of Bologna,** Italy
BA in Graphic Design | 2020–2023 | Graduated with 110/110 cum laude
**Thesis**: Design for Responsible Education - Utilizing design thinking to cultivate critical awareness in childhood

### International Experiences

→ **The Hong Kong Polytechnic University,** HongKong
International Research Summer School (IRSS) | June–July 2025

→ **Hochschule Augsburg,** Germany
Exchange – Communication Design | Winter 2022–2023

## Work Experience

→ **Teaching Assitant,** Lecco
Politecnico di Milano | October – December 2025
• Supported lectures and class activities in Sustainable Interaction Design (BA Interaction Design) and facilitated student discussions.

→ **Research Assistant,** Milan
Design Intelligences (Politecnico di Milano) | June –September 2025
• Conducted qualitative analysis of AI-driven, more-than-human design work and contributed to a scientific manuscript.
•

→ **Research Apprenticeship,** Milan
Design Intelligences (Politecnico di Milano) | March–June 2025
• Designed the UX/UI and developed the static website (HTML, CSS, JS); supported thematic analysis and report writing for academic research.
• Conduct research on generative AI in more-than-human design, analyse course materials, and contribute to reports and a draft of a scientific publication.

→ **Visual Designer (Freelance)**
Sept 2021 – 2024
• Worked with clients and non-profits on inclusive, cross-cultural communication. Designed visual identities and event systems for community events with up to 1000+ participants.

→ **Transcriber – Centro Braille San Giacomo,** Bologna
July 2022 – Jan 2023
• Adapted school books for visually impaired children, enabling access to education.

## Exhibitions

→ **DIS 2025: Demonstration Track**
Jul 2025, Madeira (Portugal) | Ripples: Voices of the Lagoon

→ **Milan Design Week (FuoriSalone 2025)**
Apr 2025, Fabbrica del Vapore, Interdependence | Ripples: Voices of the Lagoon

→ **360° Design Festival, Hangzhou**
Nov 2024 - Jan 2025 | Old Time Games

→ **Sustainabol – Bologna**
Oct 2024 | Design for Responsible Education