Chevis Zhou

Fairfax, VA · cheviszhou@gmail.com · Portfolio: cheviszhou.com · linkedin.com/in/cheviszhou

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

AethrDesign — 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 generation pipeline every client build runs on, from a 284-line spec.
  - Cut builds to three to four weeks, from about twelve when the work ran in Figma and Framer.
  - Two human gates: I approve the spec before code is written, the client approves staging.
  - Per-project instruction files give the model each project's own rules, not generic ones.
  - Zod content schemas and a CMS sync layer fail bad content at build, not at a client.
- **Client Delivery:** 19 engagements shipped in Next.js, TypeScript, Tailwind, and Framer.
  - A client portal tracks stage, deliverables, and approvals across every engagement.
  - Forward-deployed at Arca Wealth — ticket work on their growth pod, beside their own 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 core navigation as a three-pane model, shipped in Cloud Alpha.
  - Kept power-user filtering intact while making the default path obvious to a first-time user.
  - Prototyped the model and tested it with users before engineering committed to the pattern.
  - Carried against sustained CEO pushback and 15+ rounds of usability testing. April 2025.
- **DesignOps:** Led the four-person design-system team inside a ten-person design org.
  - 80+ components built and adopted by engineering; my team owned hi-fi, compliance, and handoff.
  - Split the org two-tier — product teams took mid-fi, mine took hi-fi and the developer handoff.
  - Moved UAT alongside design instead of after it, cutting about a week from every cycle.

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:** Owned the visual language of both surfaces — sunrise identity, color and type system, motion designed for CSS alone. Solara recorded 96,231 referral visits in Oct 2024.
- **Design System:** Built the 100+ component Figma library behind docs and marketing, then escalated it to 49 semantic color variables over 27 mode-aware primitives once one component served both.

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): taught myself Framer; shipped a client site and CMS to WCAG 2.2 AA.
- **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