# **Zhou Ketuo**

# **UX** Designer

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www.zhouketuo.com

Experienced UX Designer with over 8 years of end-to-end product design experience across desktop, mobile, and embedded systems. Proven track record leading UX initiatives for consumer-facing apps. Skilled in simplifying complex experiences, scaling design systems, and collaborating across disciplines to deliver data-driven, user-centered solutions.

### **EXPERIENCE**

#### Senior UX Designer, Creative Technology

2020 Sep - 2025 Apr

- Led UX design from the ground up, across desktop (Windows/macOS) and mobile (iOS/Android) platforms, for the Creative app, serving
  as a first unified companion app for all Creative's audio and video products.
- Built and scaled a comprehensive UI/UX design system library, significantly improving design-to-development workflow efficiency.
- Led UX team to deliver designs for multiple projects, conducting usability studies, liaising with stakeholders, development team and marketing team to secure design alignment and buy-in.
- Collaborated with developers to define key metrics and established product analytics dashboard, enabling actionable app usage insights and data-driven design decisions.
- Standardized HMI UX across product lines (sound cards, headphones, speakers), ensuring cohesive and intuitive user experience together
  with the software experience.

#### **UX Designer, Creative Technology**

2016 Aug - 2020 Sep

- · Redesigned the TV system of Sonic Carrier soundbar and defined its HMI display interactions.
- Designed the Sound Blaster Command app across PC and mobile for the flagship audio sound card product line, and designed SB InterConnect app for company's first Wi-Fi speakers product line.
- Redesigned product features and end-to-end interactions—across both app UX and hardware interface—for key experiences such as the TV system of the flagship Sonic Carrier soundbar and RGB lighting controls for gaming soundbars.
- Conducted user researches including focus groups, surveys, and card sorting exercises and usability testing as part of an iterative design process.

## **EDUCATION & CERTIFICATION**

Master of Science, Management of Technology

2015 Aug - 2016 Jul

National University of Singapore (NUS), Singapore

Bachelor of Engineering, Industrial Design

2011 Sep - 2015 Jun

Zhejiang University, China

Sustainable Innovation Acquired on 2024 Aug

Singapore University of Technology and Design (SUTD), Singapore

Scrum Master I (PSM I) Acquired on 2024 Jun

### SKILL

#### Design

Wireframing	Prototyping	UI Design	Inter	action Design	HMI Desig	n	UX Documentation	User Testing	Motion Design
Design System Design Think		nking Emp	athy	Storytelling	Scrum	G	GenAl		
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#### Tools

Figma Sketch Zeplin Affinity Suite Photoshop Illustrator Blender ComfyUI