

Jade Zhao

✉ jlzhao@iu.edu | [in linkedin.com/in/zhao-langxi](https://www.linkedin.com/in/zhao-langxi) | github.com/zhao-langxi | 🌐 jlzhao.pages.iu.edu

Summary

Informatics student at Indiana University (Luddy), expected May 2027. Digital Humans Project Lead at Luddy LINK, researching AI-driven virtual personas for business workflows, alongside shipping accessible web systems for organisations without in-house engineering. Seeking software engineering, AI product, or platforms and data roles after graduation.

Education

Indiana University Bloomington Bloomington, IN
B.S. Informatics (Business & Society), Luddy School of Informatics, Computing, and Engineering Expected May 2027
• GPA: 3.50; Hudson & Holland Platinum Scholar (full merit); first-generation student; study abroad UCM Madrid, Spring 2026

Experience

Digital Humans Project Lead Feb 2025 to Present
Luddy LINK, Luddy School of Informatics, Computing, and Engineering, Indiana University Bloomington, IN
• Lead applied research on digital humans, AI-driven virtual personas for customer-facing and internal business workflows.
• Frame questions of trust, adoption, and responsible integration when conversational AI systems look and communicate like people.

Website Team Lead Jan 2024 to Present
Laurie Burns McRobbie ServeIT Nonprofit Clinic, Luddy School, Indiana University Bloomington, IN
• Lead web delivery for nonprofits without dedicated engineering; stack includes React, Python, PostgreSQL, and WCAG 2.1.
• Scope requirements into maintainable builds and handoffs; clients include City of Bloomington and Middle Way House.
• Progressed from first-year contributor to Website Team Lead.

Web Developer Jun 2026 to Jul 2026
National Science Foundation (NSF) Bloomington, IN
• Contributed to a university project on how consumer applications collect, store, and protect personal data.
• Worked with an industry partner under NDA, delivering high-level findings while protecting confidential material.

User Experience Designer Aug 2025 to Dec 2025
Indiana University Undergraduate Education Bloomington, IN
• Applied UX methods to consumer technology research on data collection, storage, privacy, and user understanding.

Business Technologist May 2024 to Dec 2024
Public Interest Technology University Network (PIT-UN) Bloomington, IN
• Researched agentic AI for public-interest and nonprofit use, including go-to-market and adoption barriers beyond pilot.

Restaurant Kid May 2017 to Jun 2023
Family Chinese Buffet Greenfield, IN
• Daughter of restaurant owners: learned ops on the floor, then rebuilt the family website and social after COVID without an outside agency.

Leadership

STEM Peer Mentor / MAP Coordinator Aug 2023 to Present
Faculty and Staff for Student Excellence (FASE), Indiana University Office of Student Life Bloomington, IN
• Support 50+ first-generation and low-income peer mentors through training, Canvas operations, and programme coordination; coach first-year STEM students on coding and academic pathways.

Technical Skills

- Languages: Python, TypeScript, JavaScript, SQL, Java, HTML/CSS
- Systems: React, Node.js, PostgreSQL, Git, REST APIs
- AI & HCI: Digital Humans, LLMs, RAG, Agentic AI, Human-Computer Interaction
- Accessibility & UX: WCAG 2.1, Figma, UX Research, Data Privacy
- Spoken: English, Fuzhounese, Spanish