

Nange Hai (Aiden)

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EDUCATION

University of California, Irvine

B.S. in Cognitive Science & B.S. in Informatics

Expected 06.2026

- **GPA:** 3.98; Dean's Honor List (7 consecutive quarters)
- Relevant Coursework:
 - *Frontend & UX Design:* Human-Computer Interaction, User Interaction Software, Info Visualization, HCI Project
 - *Programming:* Java, C++, Python (Intermediate), Matlab
 - *Data & ML:* Exploratory Data Analysis, Statistical Models, Machine Learning, Probability & Inference

PROJECT

Career Support App | Team UX Capstone | Figma, User Research, Design Testing

01.2025 - 03.2025

- Conducted competitive analysis of 5 job-seeking platforms to uncover UX gaps in resume feedback and anonymous support.
- Interviewed 10 senior-level undergraduates; synthesized findings via affinity diagrams to inform two key user personas.
- Designed and prototyped 3 core features in Figma (communities, peer forums, resume review UI) from low- to high-fidelity.
- Ran usability testing with peers; iterated UI layout, navigation flow, and comment clarity based on direct feedback, improving clarity and interaction flow for new users.

Travel Assistant Web Application | Front-End Project | JavaScript, HTML/CSS, API Integration

11.2024 - 12.2024

- Designed and implemented a responsive trip-plan app allowing users to create, view, and edit itineraries across categories.
- Integrated real-time weather data using the Tomorrow.io API, displaying contextual weather info for each trip entry.
- Built collapsible sidebar filters, modal-based CRUD forms, a dynamic itinerary section with localStorage data persistence.
- Applied vanilla JavaScript and DOM manipulation to render UI, filter trips by category, and display weather-enhanced event details in modals.

Discord UX Enhancement | Team Project | User Research, Figma, Expert Review, UX Prototyping

02.2024 - 03.2024

- Conducted user interviews to identify pain points around trustworthiness of information in academic Discord servers.
- Created user persona and user story, focusing on challenges in verifying message credibility and avoiding spam notifications.
- Designed a 5-star user rating system, allowing server members to upvote reliable peers, improving perceived trust.
- Built low-fi wireframe, hi-fi mockups and an interactive Figma prototype simulating real-time rating flows and vertical navigation, ensuring usability within existing Discord UI.

RESEARCH EXPERIENCE

Research Assistant

UC Irvine CARL

09.2024 - Now

- Developed a stereo vision system using CNNs and transfer learning for real-time prey/predator detection.
- Implemented SLAM and episodic memory modules to enable adaptive foraging strategies based on spatial-temporal context.
- Collaborated across CS and CogSci teams to simulate biologically inspired decision-making in a mobile robot.

LEADERSHIP EXPERIENCE

Peer Academic Advisor

School of Social Sciences

04.2024 - Now

- Advised UCI students on course selection, degree progress checks, GE and major requirements, and resource referrals.
- Helped students interpret academic policies and requirements, offering personalized support across varied academic goals.
- Maintained a student-centered approach by actively listening to individual concerns and guiding informed, goal-aligned academic decisions.

SKILL & OTHER

Frontend & UI Design: HTML, CSS, JavaScript, React.js, Figma

Programming & Developer Tools: Python, Java, C++, SQL, R; Git, VS Code

Other Involvement: Data Visualization Workshop (2023), Learning Assistant (2023)

Languages: English (Fluent), Mandarin Chinese (Native)