First-person

Polite

Respectful

Studious

Product Definition

Having worked in Product Management has taught me how valuable it is to clearly define the product vision and goals, as they become the guide in aligning all development effort. I see the same value applicable in the design space as it would bring clarity and focus that would eventually lead to creating the right solution.

* Understanding business goals and objectives
* Defining the product
* Analytics – deriving metrics from product definition

Research & Analysis

Like how the first step in any problem solving is actually understanding the problem, I believe research & analysis provide comprehensive understanding of the goals, needs, and frustrations of those who would use the software. The collective insights become the product requirements, the foundation in creating the right solution.

* Observation & Interview
* Task analysis
* Qualitative/Quantitative data analysis
* Insights analysis & affinity diagram
* Creating personas
* Extracting product requirements

Interaction Design

Now that I have a much better understanding of the users and what they’re trying to achieve, I’d like to think that I can now start thinking outside of the box and explore new ideas. Hence, my favorite part!

I find Interaction Design attractive because it’s as if I’m breathing life into software so that it can interact with its users. My goal is to make that interaction easy, effective, efficient, and enjoyable for the users.

Wireframe & Prototype

I like this part a lot too because I’m finally at a point where abstract ideas and concepts begin to form shapes. For good usability, I utilize the conventional design patterns while trying to explore creative solutions when I can.

Usability Evaluation

Testing is probably the best way to validate some of the decisions made along the way. Like how the quizzes and midterms in school measure student’s performance, usability evaluation precisely reveals the weaknesses and strengths in design. Focusing on improving those weak spots can quickly enhance the usability.

* Write/Prepare test script
* Facilitate test session

Frontend Programming

When I first saw my programmer friend’s computer screen with mystical code that he’s written, I thought that was the coolest thing ever. Fast-forward a few years, I stare at the code I’ve just written and think, ‘hey, this is pretty cool!’

By no means I’m calling myself a programmer, but I am now good enough to program something for myself (like this site). I find programming to be challenging but fun and hope to continue learning.

* Github @Hahndrew
* HTML5
* CSS3
* JavaScript/jQuery
* Sass/Compass/Susy
* Xcode/Objective-C

**About Me**

Thank you for stopping by. Seriously, it means a lot to me. There’s not much at the moment but I appreciate your interest in taking a look at my work.

Last year, I finally decided to go back to school as I became increasingly interested in technology and design while working in Product Management for few years. As I’m just about finishing up my first year as a graduate student in Human-Computer Interaction at DePaul University, I couldn’t be happier about my decision.

As a rookie, I'm continuing to explore the ever so broad discipline of UX while enjoying every parts of it. So, it's kind of hard to say in which area I specialize at the moment but I can see myself down the road concentrating more on Interaction Design as I find it more intriguing.

/\* When I’m not working or studying, I like to play basketball and watch movies. My favorite basketball player is Harrison Barnes of Golden State Warriors and, although I like sci-fi the most, Gladiator is my favorite movie. \*/

Please feel free to reach out if you’d like to learn more about me. Thanks again for stopping by!

Andrew

**About Me**

I would be happy to hear from you. Please message me at [andrevvhahn@gmail.com](mailto:andrevvhahn@gmail.com) or connect with me on LinkedIn.

I live in Lincoln Park, Chicago. If you are nearby, I would be more than happy to meet and chat about UX or anything fun and interesting.