

Yuchen “Hogan” Guo

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SKILLS

- **Design:** User Research, Wireframing, Prototyping, Usability Testing, 3D Modeling
- **Programming:** HTML, CSS, Java(*basic*), Python(*basic*)
- **Tools:** Figma, FigJam, Adobe Creative Suite, Fusion 360, Inkscape
- **Languages:** English (*Fluent*), Mandarin (*Native*)

EDUCATION

University of California, San Diego

La Jolla, CA

Bachelor of Science, Cognitive Science (Design and Interaction)

Jun. 2024

- GPA: 3.78/4.00
- Provost Honors
- Courses: Prototyping, Social Computing, Interaction Design, Data Science

EXPERIENCE

Ruijie Networks, Inc

Fuzhou, Fujian, China

Interaction Design Intern

Jun. 2023 – Sep. 2023

- Conducted user research on IP phone solutions in the hotel setting by interviewing two technicians.
- Created low-fidelity and high-fidelity prototypes of new features for the network management platform
- Redesigned the product images on the web platform to display the system status of routers and switches

PROJECTS

- **Grab n' Go** (Kiosk Design Project)
 - Conducted user research through field observations and interviews at the university food court
 - Prototyped the pick-up order interface on the kiosk using Figma
 - Built the physical prototype by laser cutting each piece with considerations of accessibility.
- **KoFe** (Mentor-mentee Networking platform)
 - Conducted market research and SET analysis to evaluate current tensions between job applicants and the company
 - Launching web probes to gather quantitative data through A-B testing to test the project idea and starting a marketing campaign using Google Ads
 - Designed a hi-fi prototype that demonstrates the user flow for both mentors and mentee
- **PlanetFlip** (Mobile Game Design for Green Travel)
 - Created the user journey map and empathy map to evaluate the targeted user group
 - Improved visual design of the interface and UI components for better playability
 - Partnered with coding team to implement the hi-fi design on Construct3
- **Floralens** (Mobile App Design for AR Gardening)
 - Identified the problems that encountered by novice gardeners through brainstorming and research
 - Designed an AR solution that provides interactive learning feature for plant care
 - Created wireframes and hi-fi prototypes that demonstrate the interactions and user flow

INTERESTS

UX Design, HCI, Video Games, Social Media, Interactive Technology, Innovation, 3D Model