

Nightlife Experience Platform

Role: Project Manager & UX Support

Sector: Social Tech | Vertical Networks | Experience Design

As part of a cross-functional team at Hyper Island, I helped lead the development of *Nightlist* which is a vertical social platform designed to enhance nightlife experiences through curated discovery, real-time engagement, and user-centered features. The platform aimed to transform how people plan and enjoy nights out by connecting them with relevant venues, events, and social circles.

My contributions:

- Led project planning and coordination by managing timelines, organizing regular check-ins, and ensuring smooth collaboration across research, ideation, and prototyping phases
- Oversaw workflow organization using tools like Miro to map insights, align on pain points, and guide scenario planning
- Supported UX research by organizing interviews, synthesizing findings, and ensuring design decisions stayed grounded in user needs
- Contributed to prototyping by co-creating low-fidelity sketches and wireframes, helping shape the first interactive concept
- Facilitated usability testing, including task setup, feedback collection, and iteration documentation to guide improvements

My dual role in project management and UX ensured the team remained aligned, agile, and user-focused throughout the process, resulting in a validated concept delivered on time and within scope.

