

UX Portfolio

Hanna Kang





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Graduated from Cornell University
*BA in Information Science with
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[Resume](#) | [LinkedIn](#) | [GitHub Repositories](#)

Hello, I'm Hanna! I am a passionate and innovative person with experiences in UX design/research and writing, and an interest in opportunities to contribute, learn, and grow.

I love being able to express myself creatively through my combined technological and writing/literary backgrounds.

| Note: all complete project files can be found in GitHub Repositories link

Portfolio projects included (1/2)

bp Digital Design and UX Job Simulation
for example iOS app prototype (through Forage site) with Figma

- user-centered design process
- user persona
- low and high fidelity wireframes
- interactive app prototype



Cornell Intercooperative Union Website

- user-centered design process
- HTML/CSS, JavaScript
- user interview and analysis of needs/wants, card sorting
- sketches of all design iterations
- user testing and evaluation

The screenshot shows the homepage of the Cornell Intercooperative Union website. The header reads "Intercooperative Union — Cornell University". Below the header, there's a section titled "Intercooperative Union" featuring a photo of a large house and text about the organization. A "Join" button is visible. The main content area contains sections for "Questions?", "Events and Photos", and a "Submit" button at the bottom right.

Portfolio projects included (2/2)

Calendar App Prototype with Figma

- user-centered design process
- user interviews and analysis of needs/wants, card sorting
- affinity diagramming
- wireframe sketches
- low and high fidelity UI sketches
- interactive app prototype
- heuristic evaluation



Recipe App Prototype

- user-centered design process
- HTML/CSS, JavaScript, Vue
- user interview and analysis of needs/wants, card sorting
- affinity diagramming
- value propositions, scenarios, user persona, project themes
- sketches of all design iterations
- high-fidelity interactive app prototype, previously deployed via Heroku
- user testing and evaluation



bp Digital Design and UX Job Simulation (1/3)

- Created user persona, low and high fidelity wireframes, and an interactive app prototype on Figma for an example bp iOS app allowing users to locate and be directed to the nearest electric vehicle charging stations
- use of Figma and user-centered design process
- solo project through Forage website

Four tasks in project

1. Persona for user research
2. Wireframing
3. High-fidelity designs
4. Prototyping

Project Links:

[Figma Prototype Design](#)

[Figma Interactive Prototype](#)

[GitHub project link with all files](#)

1: Persona for user research

- created a fictional “ideal” user with bp user persona template
- includes: bio, core needs, frustrations, and personality of persona

Ellie Ahn



Bio
Ellie is a 23 year old who studied English in college. She lives at home while working part time as a research intern and shares the family's battery-electric car along with her brother. Ellie loves to go on drives to visit places around New York, sometimes along with her family. She enjoys going on hikes and likes to take advantage of scenic routes when she can.

Core needs

- find the nearest EV charging station
- know how to get to the nearest EV charging station (via directions/GPS)
- getting to the nearest EV charging station without running out of battery beforehand

Frustrations

- not knowing where the nearest EV charging station is, especially in new places
- worrying about the battery running out before getting to the station
- getting to a charging station and having all the stations be taken up by other cars (unaware how many/few charging stations there are at charging locations)

Personality

Passionate, Loves the outdoors, Hardworking, (tries to be) Optimistic, Introverted, Creative

Quote: "Work hard, but play hard afterwards!"

(image from [thenounproject.com](#))

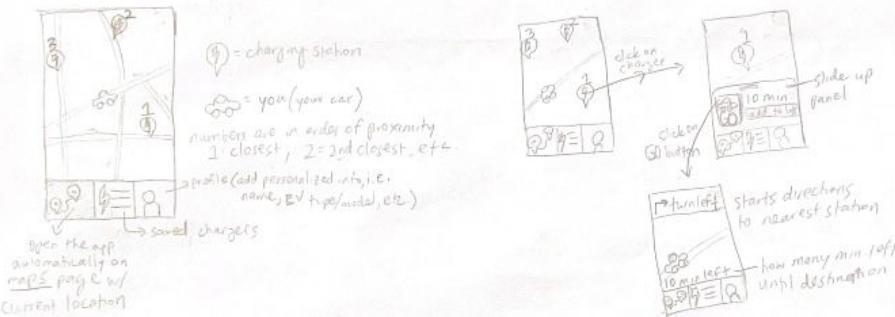
bp Digital Design and UX Job Simulation (2/3)

2: Wireframing

- determined objective of app prototype based on project instructions
 - objective: find the closest EV charging station
- drew low fidelity wireframe designs on paper for potential screens of charging station locator app
 - potential design based on the objective and user persona information

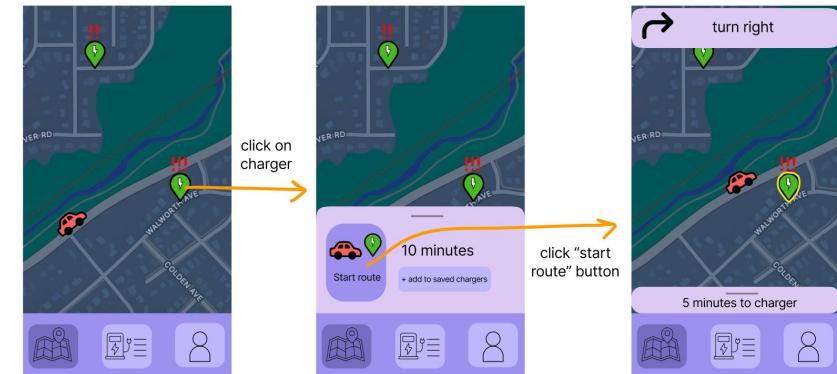
Low-fidelity wireframes— bp EV app (iOS)

Objectives: find the closest charging station



3: High-fidelity designs

- used Figma to create high fidelity designs keeping in mind the objective, user persona, and prior wireframe design as a baseline
- drew potential action/flow lines to complete a potential objective

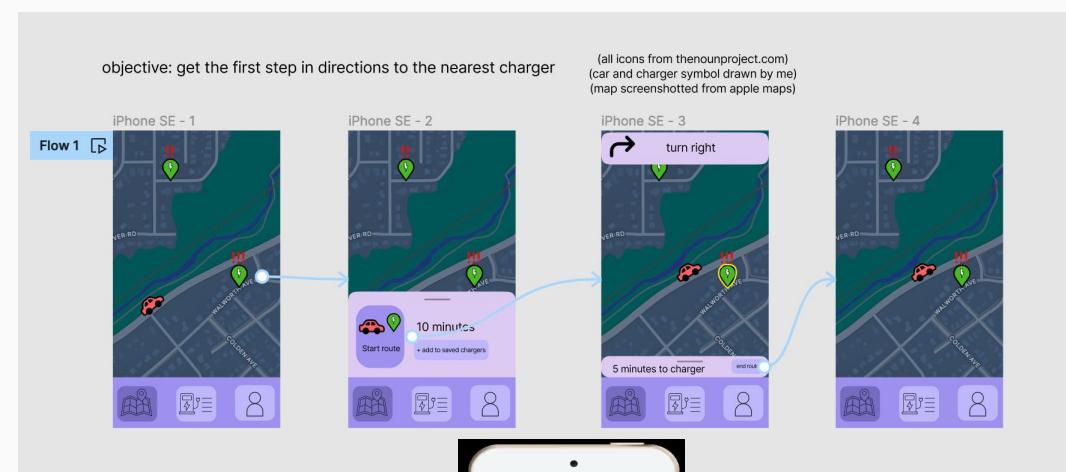


(all icons from thenounproject.com)
(car and charger symbol drawn by me)
(map screenshots from apple maps)

bp Digital Design and UX Job Simulation (3/3)

4: Prototyping

- created interactive app prototype on Figma to complete the task that a test user would be able to complete
 - task: get the first step in directions to the nearest charger
- used Figma prototype capabilities to add flow actions and complete the interactivity of the prototype



Project Links:

- [Figma Prototype Design](#)
- [Figma Interactive Prototype](#)
- [GitHub project link with all files](#)

Cornell Intercooperative Union Website (1/6)

- Created interactive non-static website for Cornell Intercooperative Union (ICU) with HTML/CSS and JavaScript in order to present each ICU co-op and to share any upcoming events
- use of HTML/CSS and JavaScript
- group project with personal contributions
 - worked together to talk to the client and users, card sort, finalize designs, create several pages, and user test
 - personal contributions: took notes at client meetings, drew agreed-upon final sketch designs, worked on and helped with all pages of website

Four milestones in project:

1. Planning + design sketches
2. Client feedback and pseudocode
3. Designing site
4. User testing and evaluation

Project Links:

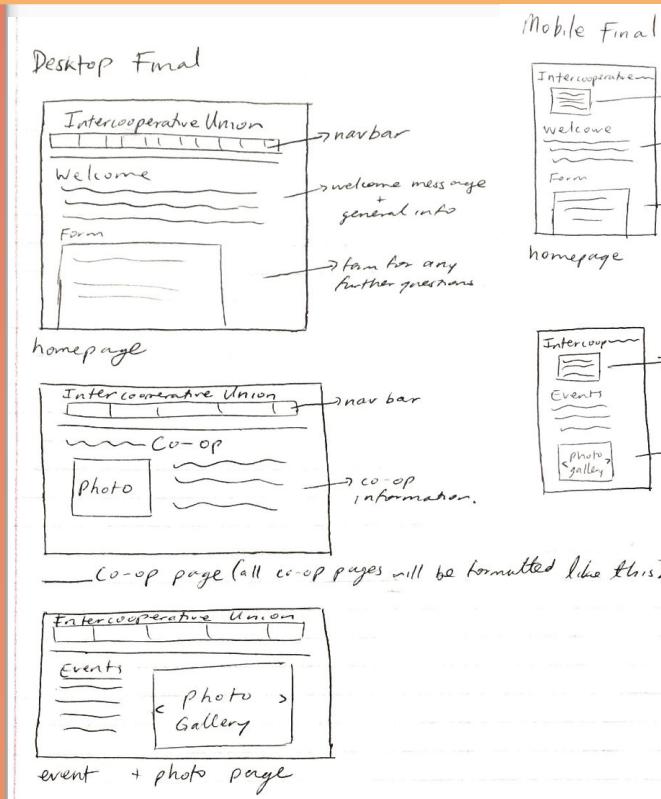
- [Full written design journey of all parts](#)
- [GitHub project link with all files](#)

Cornell Intercooperative Union Website (2/6)

1: Planning + design sketches

- meeting with client and taking notes; finding out client needs/wants
- talking to potential users and taking notes; analyzing notes and finding out users' needs/wants
- planning user testing objectives
- planning content on each page of site with card sorting and rough sketches
- drawing final desktop and mobile design based on all prior planning

[Link to design journey, which includes all client/user meeting notes, user testing objectives, and card sorting](#)



* all the co-op pages
navbar will have this same design.

Cornell Intercooperative Union Website (3/6)

2: Client feedback and pseudocode

- changes to design sketches based on feedback from client on design
- pseudocode for interactivity on site
 - feedback for filling out a form
 - dropdown navigation
 - photo gallery functionality

Client feedback

"make a location?" so that mosegers have an idea
↳ can put this at the beginning of the co-op pages

↳ co-op is located at _____ on _____
"make sure each co-op has their own page"
doesn't need to be very in-depth though, just enough ✓

← personal contribution:
notes taken of client feedback

```
//dropdown navigation
when DOM is loaded:
    when co-ops box is clicked:
        if hidden class is already hidden:
            remove hidden class and make is visible
        else:
            add in the hidden class
```

```
//form feedback
when DOM is loaded:
    when form is submitted:
        formValid = true

        if the name is valid and the text HTML5 criteria has been met:
            hide name feedback
        else:
            show name feedback
            formValid = false

        if email HTML5 criteria has been met:
            hide email feedback
        else:
            show email feedback
            formValid = false

        if one of the buttons is selected:
            hide year feedback
        else:
            show feedback
            formValid = false

//photo gallery
when DOM is loaded:
    when next button/arrow is clicked:
        if photo 1 is visible:
            hide photo 1
            show photo 2
        else if photo 2 is visible:
            hide photo 2
            show photo 3
        else if photo 3 is visible:
            hide photo 3
            show photo 4

//continued for all photos
```

Cornell Intercooperative Union Website (4/6)

3: Designing site

- designing and finishing up site with HTML/CSS and JavaScript
- use of VSCode to code individual parts and GitHub to collaborate and consolidate individual work all together

Homepage →

Dropdown menu ↓

Intercooperative Union — Cornell University

About Co-ops ▲ Events and Photos

Intercooperative Union



The Intercooperative Union (ICU) is an organization that unites all 9 cooperative (co-op) houses on Cornell University's campus. They discuss topics such as intercooperative unity, events, Constitutional amendments, and University relationships.

Source: www.living.cornell.edu

Moseying

"Mosey" is the process in order to join a co-op. Mosey happens every semester. It involves the open house and co-op-specific events in order to get to know the co-op and for the co-op to get to know you. Competitiveness depends on the number of openings at each house, each semester. Each co-op has a different specific application process.

Questions?

Please send us any general questions you have about the ICU or about the overall mosey process!

Co-ops

- Prospect of Whitby
- 660 Stewart
- Triphammer Cooperative
- Von Cramm Hall
- Wail Avenue Cooperative
- Wail Terrace
- Wari Cooperative
- Watermargin
- Cayuga Lodge

For more information, please email co-ops@cornell.edu.

Intercooperative Union — Cornell University

About Co-ops ▾ Events and Photos

Intercooperative Union



Source: www.living.cornell.edu

The Intercooperative Union (ICU) is an organization that unites all 9 cooperative (co-op) houses on Cornell University's campus. They hold bi-weekly meetings with representatives from every co-op. They discuss topics such as intercooperative unity, events, Constitutional amendments, and University relationships.

For more information, please email co-ops@cornell.edu.

Moseying

"Mosey" is the process in order to join a co-op. Mosey happens every semester. It involves the open house and co-op-specific events in order to get to know the co-op and for the co-op to get to know you. Competitiveness depends on the number of openings at each house, each semester. Each co-op has a different specific application process.

Questions?

Please send us any general questions you have about the ICU or about the overall mosey process!

Specific questions about a particular co-op's process or house should be directed to the co-op in question.

Contact information can be found in co-op's individual pages.

Name: *

Email: *

Are you interested in mosey and would like to be sent email updates when mosey starts? *

Yes No

Questions or concerns:

* = required

Submit

Cornell Intercooperative Union Website (5/6)

3: Designing site (continued)

- last two designed pages of the site
 - note: all individual co-op pages had the same design

Events page →

Individual co-op page ↓

Intercooperative Union — Cornell University

About Co-ops ▾ Events and Photos

Triphammer Cooperative



Triphammer Cooperative is located on North Campus at 150 Triphammer Road.

Triphammer Cooperative is a co-op that can house up to 20 residents, and holds many gatherings and activities such as pumpkin carving, camping, tie-dyeing, and bowling. There is also easy access to bus stops at this relaxed and friendly community. Residents have weekly chores, contributing to the general upkeep of the house.

For more information, please email triphammer@cornell.edu.

Current Officers

- Daniel Kirchner (drk97)

Source: www.housing.cornell.edu

Intercooperative Union — Cornell University

About Co-ops ▾ Events and Photos

Events

11/10

- All Co-ops: Open House, 1-5pm

11/11

- Whiby: Cozy Collage Colloquium, 8-10pm
- Watermargin: Game Nite, 7-9pm

11/12

- Von Cramm: Shower Concert, 9-11pm

11/13

- 660: Garlic (Is Good As 10 Mothers) Night
- Triphammer: Spa Night & Demontology, 9-11pm

11/14

- Whiby: Dessert Potluck, 8-10pm
- Watermargin: Wine and Paint

11/15

- 660: Community Dinner
- Von Cramm: Fireside Chats, 9-11pm

11/16

- Whiby: Breakfast at Whiby, 10am-12pm
- Triphammer: Capture the Flag Picnic, 11am-1pm
- Watermargin: Brunch, 12-2pm

11/17

- Whiby: Chopped, 12-2pm
- Triphammer: Community Service, 3-5pm

11/18

- 660: Game Night
- Von Cramm: Spuds & Suds, 8-10pm

11/19

- Triphammer: Cozy Trivia & Baking in PJs, 8-10pm
- Whiby: Black Tie Boardgames, 8-10pm
- Watermargin: Watermargin Doc Screening, 7-9pm

11/20

- Whiby: Dessert Potluck, 8-10pm
- Watermargin: Wine and Paint

11/21

- 660: Movie Night
- Triphammer: Collage Night, 8-10pm
- Watermargin: Food Art, 7-9pm

11/22

- 660: Karaoke Party

11/23

- Von Cramm: Fermentation Station, 12-3pm



Creative House Event at Watermargin

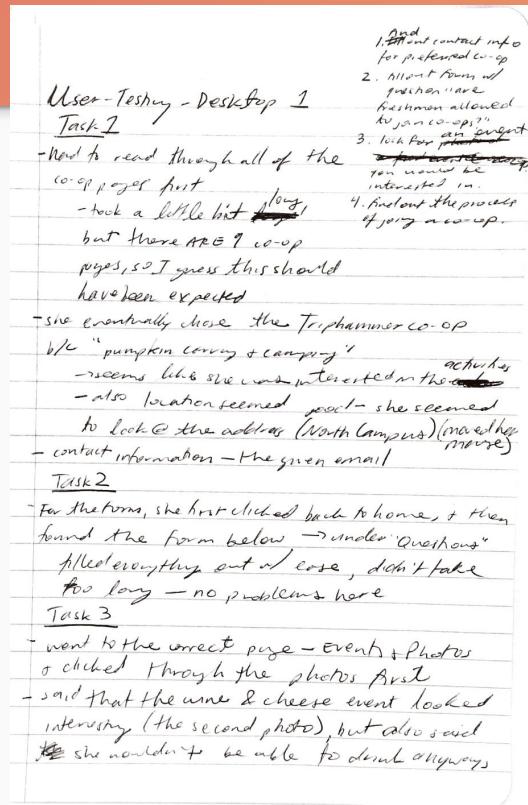
Cornell Intercooperative Union Website (6/6)

4: User testing and evaluation

- user testing with three tasks for user tester to complete:
 - find out contact information for co-op of choice
 - fill out form and ask question
 - look for an event you would be interested in
 - find out the process of joining a co-op
- each group member worked with one user tester and took notes
- evaluated results from user testing and made changes accordingly

Links:

- [Full written design journey of all parts](#)
- [GitHub project link with all files](#)



- then scrolled through the events list & said that she would actually want to go to the spa night & demonstrator event (@ Triphammer)
- Task 4
 - went back to the Triphammer page first (note: that was the co-op she said she was interested in)
 - then clicked to the Home page, & then completed the task
 - said the process was to "Mosey", & then said she'd go to the events @ Triphammer

personal contribution:
notes taken during user testing

Calendar App Prototype (1/)

- Developed interactive app prototype on Figma for daily mental wellness/calendar app assisting in maintaining ways of healthy and consistent recovery (i.e. recovery from an eating disorder)
- use of user-centered design process, Figma
- group project with personal contributions
 - worked together to card sort and affinity diagram user interview notes, explore potential solutions, and finalize designs
 - personal contributions: user interview and notes, potential design for app prototype, high-fidelity sketch for app UI, heuristic evaluation

Four Tasks:

1. User-centered design problem framing
2. Data collection/user interviews
3. Design iteration
4. Final interactive Figma prototype

Project links:

- [Figma interactive prototype](#)
- [Figma prototype design](#)
- [Card sorting and affinity diagramming on Figma](#)
- [Heuristic evaluation spreadsheet](#)
- [GitHub project link with all files](#)

Calendar App Prototype (1/9)

1: User-centered design problem framing

- brainstorming user needs relating to eating experience
- framing user-centered design problem statements
- prioritizing user needs
- selecting main problem to focus on for project

[Full written report on part 1 including all organized specific details](#)

2: Data collection/user interviews

- working through user interview protocol: clarifying problem statement, interview goals and setting, participant criteria, interview questions, data collection method, ethical considerations, and informed consent process
- pilot interviews: notes, interview feedback, reflection on interview protocol
- redoing interview protocol based on how pilot interviews went
- formal interview: notes, takeaways, and reflections

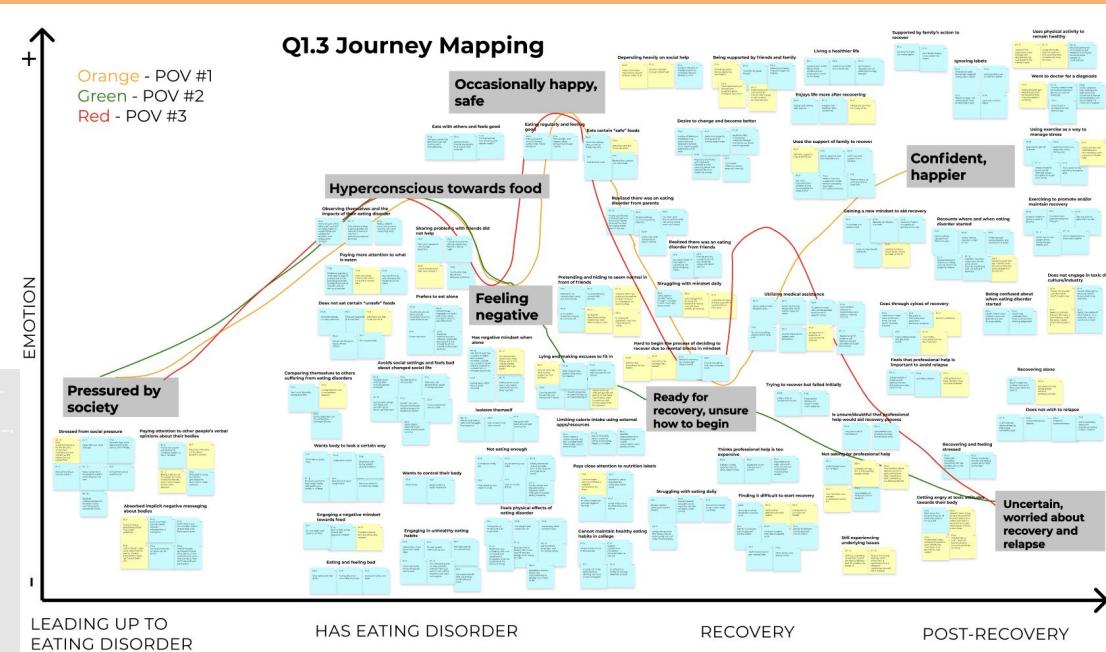
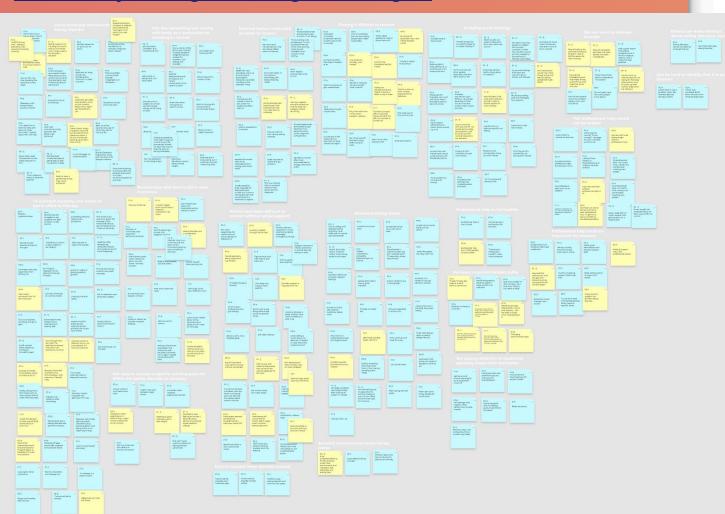
[Full written report on part 2 including all organized specific details](#)

Calendar App Prototype (2/9)

2: Data collection/user interviews (continued)

- expansive card sorting of interview notes, with color-coded cards
 - participant quotes
 - interpretations and understandings
- affinity diagramming and journey mapping of all sorted out cards
- collaborative effort with Figma

Full card sorting, journey mapping, and affinity diagramming on Figma



group collaboration: very general images of card sorting and journey mapping – full details in link

Calendar App Prototype (3/9)

3: Design iteration

- envisioning possible futures of users and ranking their significance
- choosing one possible and preferred future to design for
- deciding on a functional goal and contextual factors
- setting design goals and coming up with potential ideas for technological solutions

Group member 1 [HK]:

1. People recovering from eating disorders use a mobile app to find people not recovering from an eating disorder to support them. This mobile app could be for people who may not have friends/family that are supportive of them during the process.
2. People recovering from eating disorders use an app to connect with people who are currently struggling with an eating disorder so that by helping them, they can help themselves.
3. Family/Friends use a website to connect with others who are serving as support to help their mutual connections who are recovering. This would essentially allow friends/family to exchange best practices and tips so they can help their loved one with their recovery process.
4. People recovering use a series of alarms to remind them to keep having healthy eating habits. They could set the alarms prior to each day or each month, so that they go off accordingly.
5. People recovering use some kind of reward system tool and/or mobile application to encourage them to keep having healthy eating habits. The reward system could include things such as gift cards or even some type of in-game currency to buy things within the app.
6. People recovering utilize something like an Apple Watch to plan meals. As a watch it would be with them for the majority of their day so it would be helpful for reminders.
7. Professional help using some kind of technology such as an online (social media) platform to possibly connect their patients with each other. There could be a system where patients can input some of their social media handles.
8. People recovering use some kind of technological/digital calendar that could help with inputting moods/thoughts by a simple lights/color system. Everyday they can push a button or have something light up on this calendar, and after a longer period of time they could look back and easily see the general big picture of how they have been feeling or what they have been thinking.

personal contribution: 8 ideas to iterate on

Full written report of all details on envisioned possible futures and iterated solutions

Calendar App Prototype (4/9)

3: Design iteration (continued)

- individually choosing several ideas to storyboard and iterate upon
 - storyboarding potential outcomes of using specific design ideas
 - iterating upon potential prototype designs with explanations
- interviewing users with storyboard and prototype design iterations for feedback and reflection
- selection of final prototype design to work on

The image shows a hand-drawn storyboard for a calendar app prototype. It consists of four panels labeled 1 through 4.

- Panel 1:** A character is walking outside with friends. Labels include "friend", "phone", and "bathroom".
- Panel 2:** The character is at a restaurant. Labels include "restaurant", "not hungry", and "Using app".
- Panel 3:** The character is looking at a phone screen. Labels include "app!", "feeling better", and "food!".
- Panel 4:** The character is eating. Labels include "eating now" and "app is open on her phone".

Personal contribution: final design iteration and storyboard for idea 1 – rest of storyboards and iterations in link

Storyboard 1:

- Panel 1:** Shows a user interacting with a smartphone. The screen displays a grid of colored circles representing days of the month. Annotations explain: "still has defaults", "lets user select colors for moods", "OPTIONAL", and "notes for each day good colors for either better mental days or good eating habits days".
- Panel 2:** Shows the same smartphone screen with a different color scheme. Annotations explain: "stats page (click)", "month: MAY", "drop down of months", "colored as user dialed in the month", "# of days of a certain color (mood)", and "The 'default' colors".
- Panel 3:** Shows the app icon.

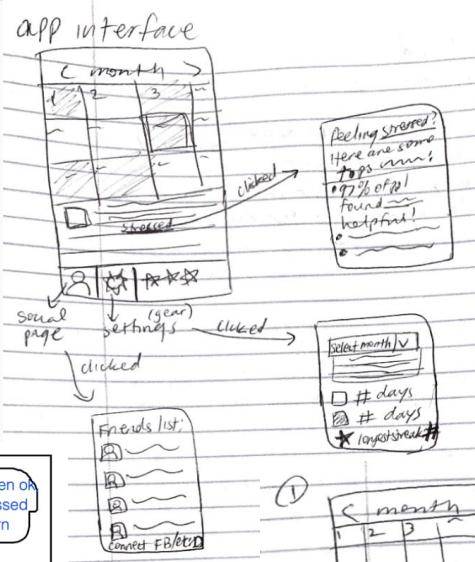
Full written report of individually designed storyboards and potential prototype designs

Calendar App Prototype (6/9)

4: Final interactive Figma prototype

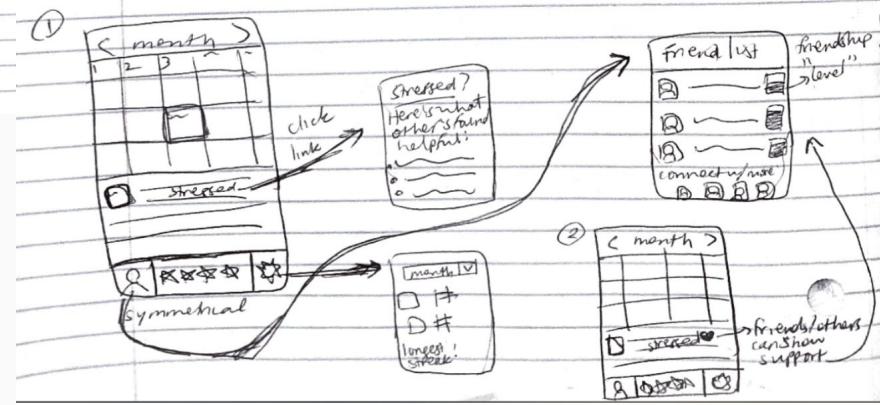
- polished final storyboard for selected prototype: daily calendar app
- low-fidelity UI wireframe for finalized app prototype design
- high-fidelity UI wireframe for final design

Full written report on all final details and steps of design process



←
polished
final
storyboard

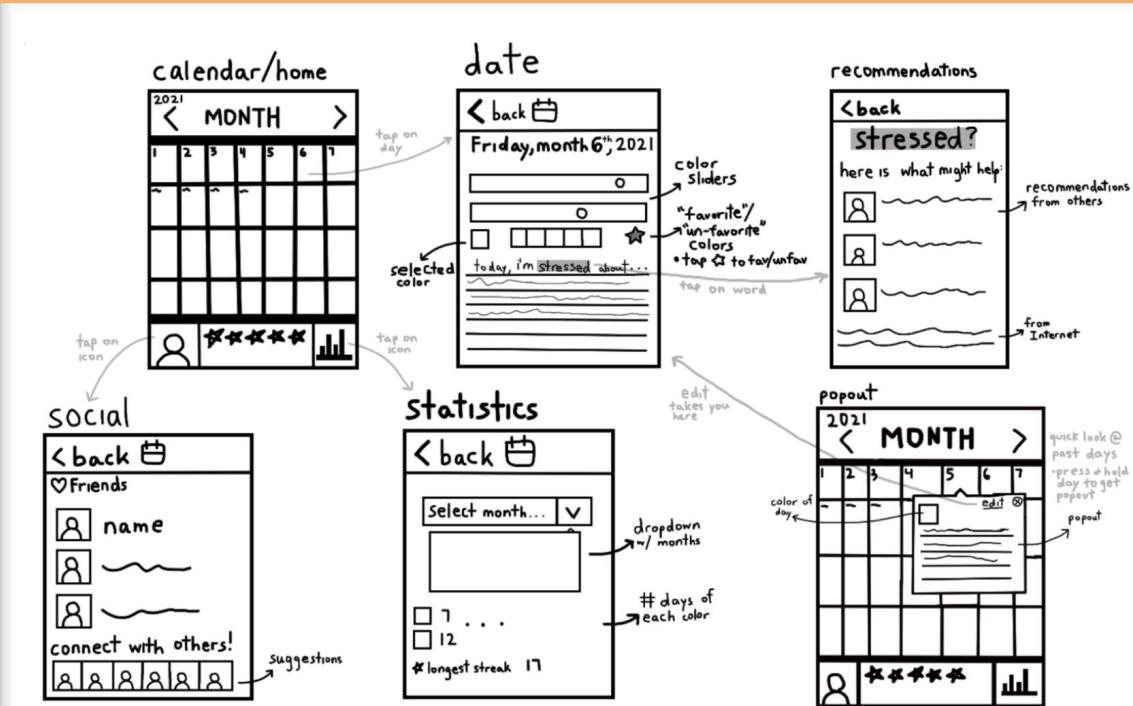
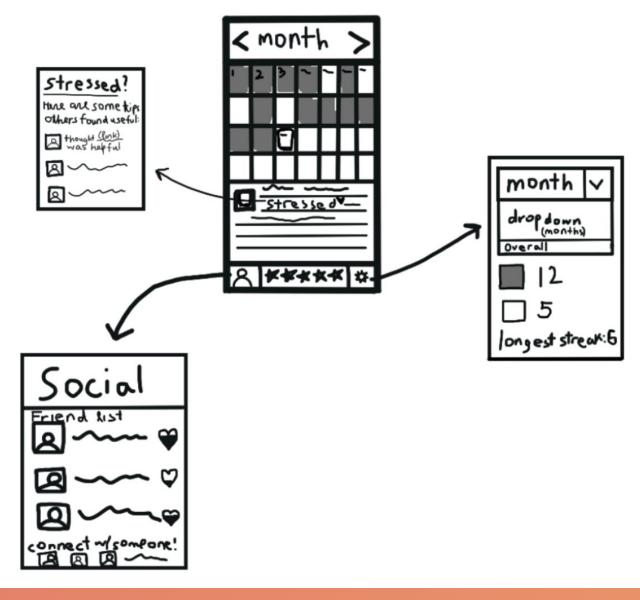
drawn UI wireframe for second
design iteration



Calendar App Prototype (7/9)

- 4: Final interactive Figma prototype (continued)
- low-fidelity UI wireframe for finalized app prototype design

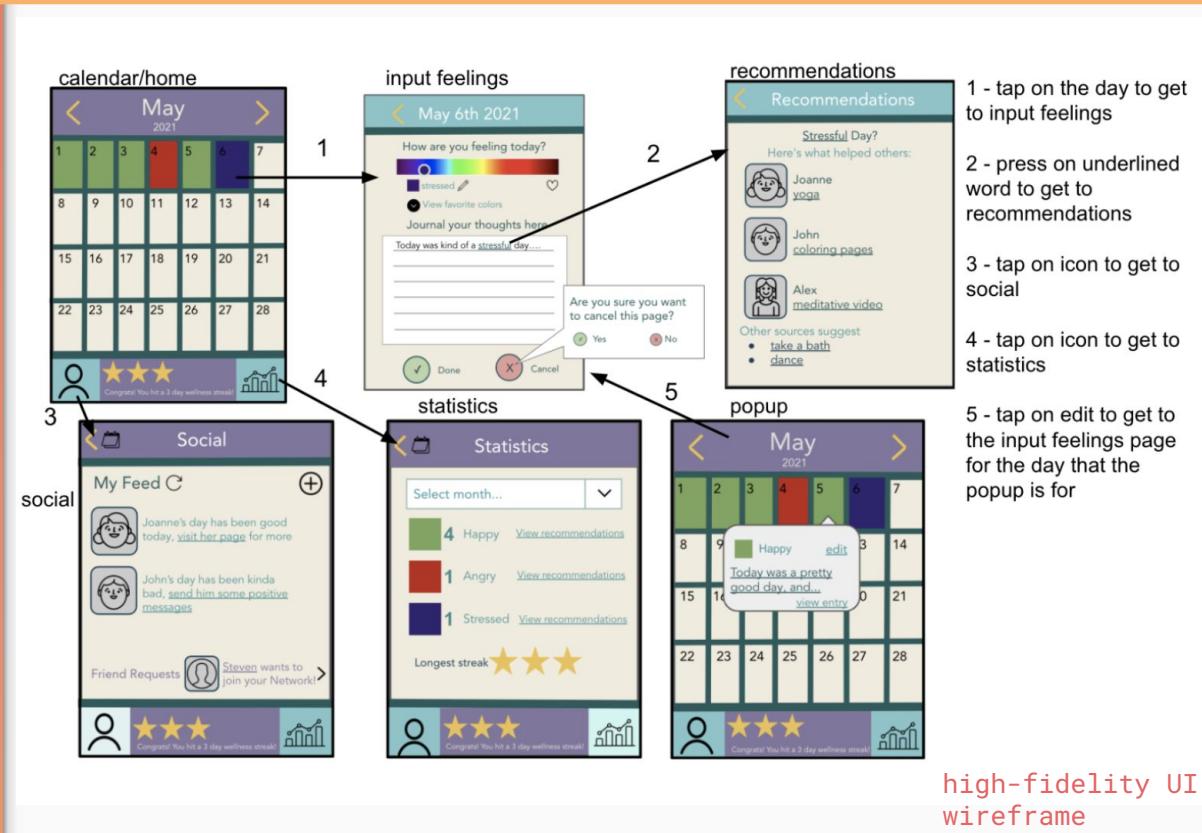
Full written report on all final details and steps of design process



drawn UI wireframe for third
design iteration

Calendar App Prototype (8/9)

- 4: Final interactive Figma prototype
- high-fidelity UI wireframe for final design, made on Figma
 - heuristic evaluation of design before making final interactive prototype on Figma



Full written report on all final details and steps of design process

Heuristic evaluation spreadsheet

1 - tap on the day to get to input feelings

2 - press on underlined word to get to recommendations

3 - tap on icon to get to social

4 - tap on icon to get to statistics

5 - tap on edit to get to the input feelings page for the day that the popup is for

Calendar App Prototype (9/9)

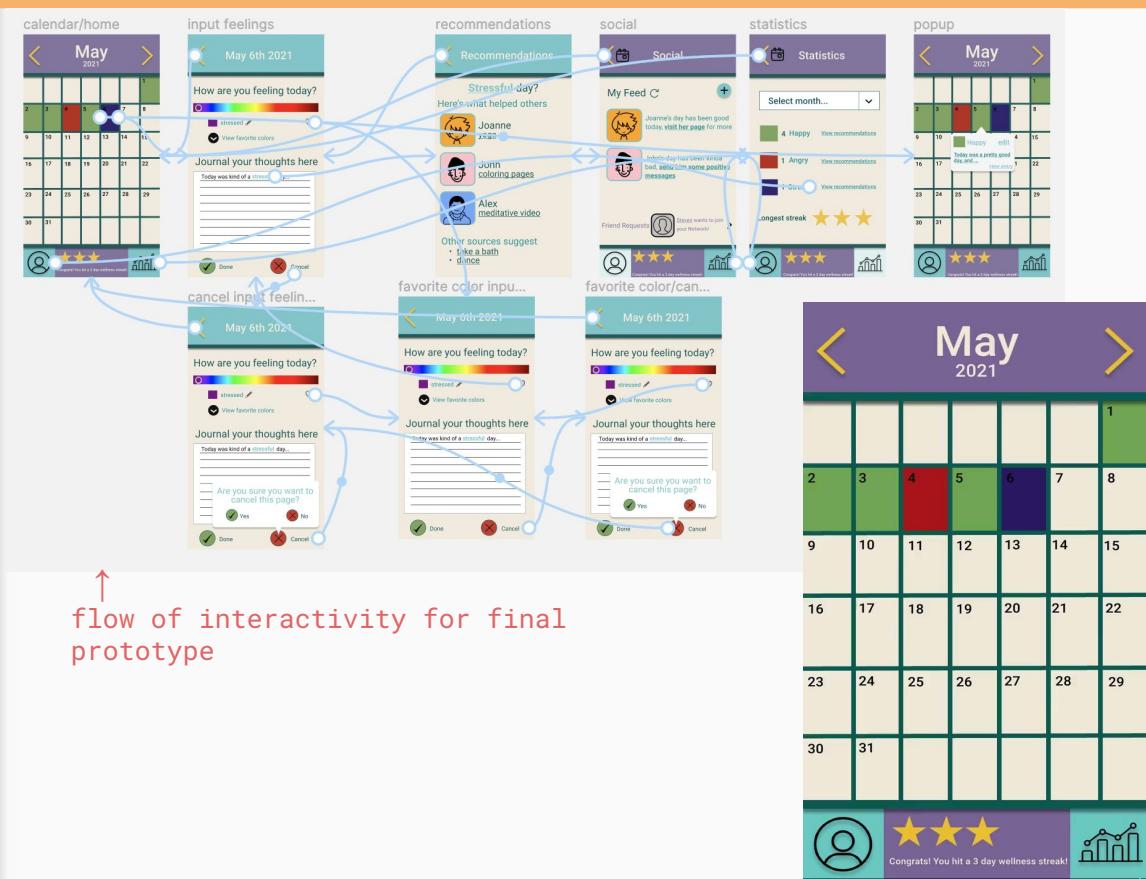
4: Final interactive Figma prototype

- collaborating to make final interactive app prototype on Figma
 - user testing with tasks to complete
 - navigate to May 6th and try to favorite the selected color
 - find recommendations for a stressful day
 - get to your personal feed and find out who wants to join your network
 - tell how you felt on May 5th
 - find out your current longest streak and how many “angry” days you’ve had this month
 - group reflection on user testing results and entire finished prototype + design process

Figma prototype design

Figma interactive prototype

Full written report on all final details and steps of design process



Recipeeasy, Recipe App Prototype (1/6)

- Developed high-fidelity interactive software prototype app to facilitate the recipe finding and cooking process
- full organized project process and plan
- use of HTML/CSS, Vue frameworks, Git workflows, JavaScript, and widget libraries
- group project with personal contributions
 - worked together on all steps of design process, including brainstorming potential designs, interviewing users, and writing final report
 - individually worked on different parts of app to put together

Project links:

- [Detailed final report on entirety of project process \(all other links can be found here\)](#)
- [Discovery and planning report](#)
- [Design report](#)
- [App planning report](#)
- [Evaluation and deployment report](#)
- [Affinity diagrams/card-sort](#)
- [Interview notes](#)
- [User testing notes](#)
- [Specific individual contributions for each part](#)
- [GitHub project link with all files](#)

Recipeeasy, Recipe App Prototype (2/6)

Four parts:

1. Discovery and planning
 2. Design
 3. High-fidelity app prototype planning
 4. App prototype evaluation
-

1: Discovery and planning

- user interviews
 - semi-structured interviews
 - users interviewed were college students who cook on a consistent basis and wanted a more efficient cooking process
- affinity diagramming and card sorting based on what was learned from user interviews
 - summary of user interview and card sorting takeaways
- key problems identified based on user interviews
 - Users have trouble following recipes that are too complicated, or don't have step-by-step or clear instructions
 - Users keep making the same kinds of meals with the same ingredients, and sometimes are not satisfied with the limited variety

1: Discovery and planning (continued)

- value propositions
 - This app enables a more organized, clear way for users to find and follow recipes step-by-step, from the ingredient gathering process to plating
 - The app enables complicated recipes to be broken down into simple, timeable steps
 - The app suggests new recipes based upon the users' favorite recipes
- scenarios in which this app would facilitate
- user persona: Gary, who studies CS at Cornell and ultimately wants a more efficient cooking process (full persona in link)
- project themes
 - mobile app, concise with elss text, timeable step-by-step instructions, "smart" suggestions (recipe suggestions based on what user has favorited)

[Discovery and planning report \(includes card sort and all details of first part\)](#)

[Interview notes](#)

[Final report on entirety of project process](#)

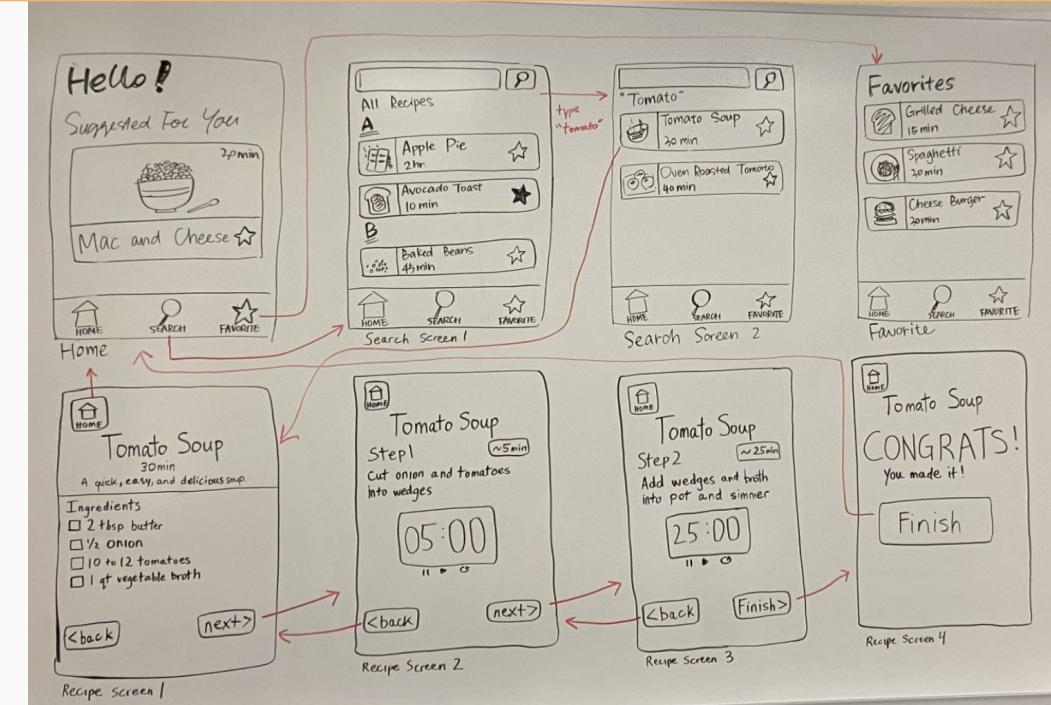
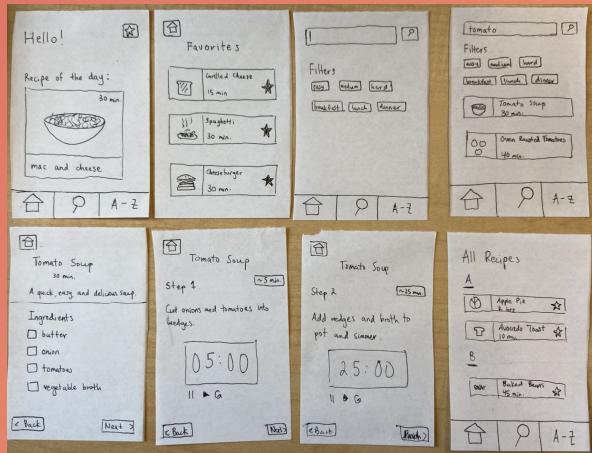
Recipeeasy, Recipe App Prototype (3/6)

2: Design

- brainstorming ideas for potential app screens, centering user persona
- sketched iterations design
- paper prototype to finalize ideas
- final sketch of solidified design that will be made
- rationale of all design decisions

Design report, including all sketched iterations and detailed explanations

Final report on entirety of project process



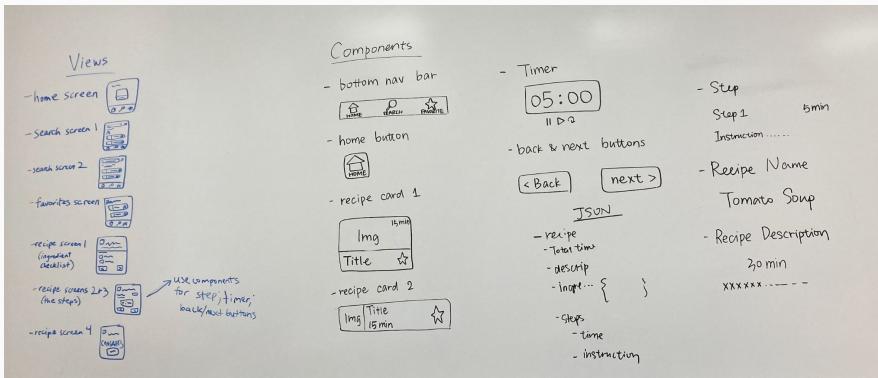
↑
final sketch of design

← paper prototype

Recipeeasy, Recipe App Prototype (4/6)

3: High-fidelity app prototype planning

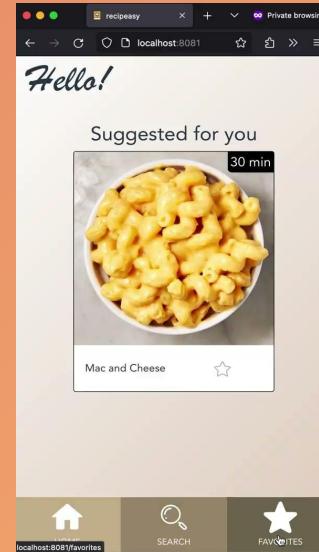
- planning for app's organization and modularity
 - coded with JavaScript, Vue frameworks, and HTML/CSS
 - potential needed views and components
 - planning of JSON mock data
- planning of app's branches
 - home screen branch, search branch, favorites screen branch, recipe branch



[App planning report](#)

4: App prototype evaluation

- (prior) PWA deployment of project with Heroku (note: Heroku link no longer active)
- case study/user testing questions and tasks
- debrief of user testing
 - upon reflection, issues were found and noted



[Evaluation and deployment report](#)

[Final report on entirety of project process](#)

Recipeeasy, Recipe App Prototype (5/6)

Hello!

Suggested for you



Mac and Cheese



HOME



SEARCH



FAVORITES

SEARCH

All Recipes

Grilled Cheese 15min
Spaghetti 25min
Cheese Burger 2h25min
Tomato Soup 35min
Mac and Cheese 30min

HOME SEARCH FAVORITES

Favorites

Grilled Cheese 15min
Tomato Soup 35min
Mac and Cheese 30min

HOME SEARCH FAVORITES

Recipeeasy, Recipe App Prototype (6/6)



Tomato Soup

35 min

A quick and easy recipe for real homemade tomato soup like no other you've had before.

Ingredients

- 4 cups chopped fresh tomatoes
- 1 slice onion
- 4 whole cloves
- 2 cups chicken broth
- 2 tablespoons butter
- 2 tablespoons all-purpose flour
- 1 teaspoon salt
- 2 teaspoons white sugar or to taste

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Tomato Soup

Step 1

In a stockpot, over medium heat, combine the tomatoes, onion, cloves and chicken broth. Bring to a boil, and gently boil for about 20 minutes to blend all of the flavors. Remove from heat and run the mixture through a food mill into a large bowl, or pan. Discard any stuff left over in the food mill.

19:48

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Tomato Soup

Step 2

In the now empty stockpot, melt the butter over medium heat. Stir in the flour to make a roux, cooking until the roux is a medium brown. Gradually whisk in a bit of the tomato mixture, so that no lumps form, then stir in the rest. Season with sugar and salt, and adjust to taste.

14:46

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Tomato Soup

CONGRATS!

You made it!

FINISH

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