

Hannah Chen

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Skills



Interaction Design



Interface Design



Visual Design



Wireframing



Mockups

> HTML 5
> CSS 3
> JavaScript

Prototyping



User Research



Survey Design



Contextual Inquiry



Usability Testing

Experience

- 2014-present** ● **Product Designer, Saba, Redwood Shores, CA.**
- Led UX design on Saba Compensation@Work and Talent Benchmark from the ground up. The launch of each product has been very well received by Industry Analysts and prospects alike.
 - Redesigned Saba Planning@Work product UI to optimize user experience for next generation cloud applications.
 - Overhauled Saba Recruiting@Work customers' career sites for responsive web, which enables tablet and mobile capability.
 - Established Saba UI patterns library, which complies with the Saba's brand guidelines, ensuring UX consistency across platforms.
 - Leading delivery of UX asks for Saba Cloud products suite major updates, including Performance@Work, Succession@Work, etc. Closely collaborate with users, product management, engineers, and executive team to explore product ideas and demo outcomes.
- 2012-2014** ● **Interaction Designer, Oracle, Redwood Shores, CA.**
- Created, evaluated and modified wireframes, high fidelity mockups and prototypes for Oracle Taleo talent management products suite.
 - Conducted user research interviews, heuristic evaluations, usability testing and feedback sessions by partnering with customers including Macy's and Intuit.
 - Collaborated with product stakeholders to translate business requirements and user research results into innovative design solutions with simply intuitive, yet elegant user interfaces.
 - Winner of Oracle-Taleo "Innovation Day" hackathon.
- 2009-2011** ● **Research Assistant, Arizona State University, Tempe, AZ.**
- Developed daily use, reflective applications for helping people gain awareness and insights into their online social life-streaming.
 - Designed attractive and intuitive UIs that enabled annotation, provided statistical information and generated dynamic visualizations.
 - Evaluated applications with appropriate usability testing methodologies.
- 2008-2009** ● **Research Assistant, Peking University, Beijing, China.**
- Designed new algorithms of information visualization serving visual analysis for social networks' multivariate data.
 - Designed the human-computer interface to assist with visual analysis of complex data.
- 2008** ● **Video Production Intern, Tencent Cooperation, Beijing, China.**
- Reported on Beijing 2008 Olympics.
 - Edited videos of Olympic Games and published them on the website: <http://v.qq.com>.

Education

- Dec. 2011** ● **Master of Arts in Media Arts and Sciences**
School of Arts, Media and Engineering, Arizona State University, Tempe, AZ
- Sep. 2009** ● **Bachelor of Engineering in Digital Media Arts and Technology**
School of Information Engineering, Beijing University of Posts and Telecommunications, Beijing, China

Activities

- Oct. 2011** ● Conference trailer displayed on NASDAQ MarketSite Tower, for US-China Innovation & Cooperation Conference at New York City, NY, Oct. 30-31, 2011.
- Apr. 2010** ● Interactive visual game "Shout at Mario", shown on the urbanSTEW: Interactive Art Showcase at PHX:fringe, Phoenix, AZ, Apr. 2-11, 2010.

Publication

- Jul. 2011** ● H. Chen and A. Kelliher. Conversational lives: visualizing interpersonal online social interaction, in Proceedings of HCI International, Orlando, FL, Jul. 9-14, 2011.