Hao Yang He

Student Product Designer

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1.510.368.1011

Skills-

Design

User Interface,
Wireframing,
Prototyping,
Info. Architecture,
Branding,
Typography,
Illustration

Tools

Figma,
Adobe XD,
Sketch - Invision,
Zeplin,
Framer,
Adobe Suite,
Microsoft Office

UX Methods

Statistical Analysis,
Hypothesis Testing,
User Persona,
Heuristic Evaluation,
User Testing,
Preliminary Surveying,
Affinity Diagramming

Development

HTML/CSS/JS,
Java,
Python,
Unity - Vuforia

Other

Sketchup,
Autodesk Inventor,
Premiere Pro

Education-

The University of California, San Diego   Exp. 2020-21

B.S Cognitive Science - Specializing in Design & Interaction (HCI)
UCSD Chancellor's Scholar

Relevant Coursework-

Intro to Statistical Analysis, Usability & Info. Architecture, Intro. to Research Methods, Data Science in Practice, "Learning, Memory, Attention", Field Methods, Interaction Design (WIP), Practicum in Pro Web Design (WIP)

Experience-

Family Proud Inc - Product Design Intern   San Diego, CA

Jan 2019 - May 2019

Redesigned website and contributed to creating design system for San Diego based startup. Identified user pain points in former website, conducted user research, produced wireframes and high fidelity mockups. Worked closely with marketing, developers, and other stakeholders.

CUHK Engineering - Research Intern   Hong Kong, China

Jun 2018 - Aug 2018

I interned at the CUHK Dept. of Auto & Mechanical Engineering to develop a physical prototype of a combustion diagnostic tool to be used for future research experiments. Conducted research and analysis, utilized CAD software for design, 3D printed and assembled, and presented to faculty.

Projects-

Pathworks - UX/UI Designer   San Diego, CA

May 2019 - Present

I designed a mobile app for travelers to discover off-path attractions. Drawn up user-personas, conducted competitive research on similar travel apps, created user flow diagrams, sketched wireframes, and finally designed a design system and high-fidelity mockup using Figma.

Teazil App - UX/UI Designer   San Diego, CA

Nov 2018 - April 2019

I worked with a student team to develop a mobile app for boba drink enthusiasts and local business promotion. Conducted user research via online surveys, created visual designs, and prototyped using Adobe XD.

Hyperloop at UCSD - President   San Diego, CA

Jan 2018 - Sep 2018

I led a multidisplinary team of over 25 engineers to develop a vehicle prototype for SpaceX's Hyperloop competition. I facilitated the development and engineering of the vehicle as well as managed the logistics for the team.