

Hao Yang He

Student Product Designer

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Skills-

Design

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

Tools

Figma,
Adobe XD,
Sketch - Invision,
Zeplin,
Adobe Suite,
Microsoft Office,
Trello, Asana, Slack

UX Methods

Statistical Analysis,
Hypothesis Testing,
User Persona,
Affinity Diagramming,
Ethograms,
Preliminary Surveying,
Ethogram,
Transcription

Development

HTML/CSS,
Java,
MatLab,
Unity - Vuforia

Other

CAD Basics -
3D Printing,
Fluent Chinese

Education-

The University of California, San Diego

Exp. 2020

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

Relevant Coursework-

Intro to Statistical Analysis, Field Methods: Cognition in the Wild,
Intro. to Research Methods, "Learning, Memory, Attention",
Usability & Info. Architecture (IP), Data Science in Practice (IP)

Experience-

Family Proud Inc - Product Design Intern

San Diego, CA

Jan 2019 - June 2019

I conducted basic user research, produced wireframes, and created hi-fidelity mockups for a website redesign. I identified existing user pain points and drafted best user flows and IA to attract users and to highlight the product. I closely collaborated with the marketing team, developers, and stakeholders in a startup environment.

Projects-

Teazil App - UX/UI Designer

Nov 2018 - April 2019

I worked with a student team to design and develop a mobile app aimed for boba drink enthusiasts and local business promotions. I was responsible for conducting surveys, wireframing, prototyping in Adobe XD, and presenting mockups to front end developers.

Pathworks - UX/UI Designer

May 2019 - Present

I'm currently designing a mobile app for travelers to discover off-path attractions. I'm following UX methodology and executing preliminary market research, forming IA and navigation structure, wireframing, and producing hi-fidelity prototype using Figma.

Hyperloop at UCSD - President

San Diego, CA

Jan 2018 - Sep 2018

I led a multidisciplinary team of over 25 engineers to develop a prototype for a Hyperloop vehicle for SpaceX's competition. I facilitated the development of power systems, structural design, and other requirements using CAD and analytical software.