

# 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,  
Framer,  
Adobe Suite,  
Microsoft Office

### UX Methods

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

### Development

HTML/CSS,  
Java,  
Python,  
Unity - Vuforia

### Other

CAD Basics -  
3D Printing,  
Fluent Chinese

## 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.

## Projects-

### Pathworks - UX/UI Designer

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

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 through online surveys, created visual designs, and prototyped using Adobe XD.

### Hyperloop at UCSD - President

San Diego, CA

Jan 2018 - Sep 2018

I led a multidisciplinary 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.