The website "steam" fulfills all of the user interface design principles.
https://store.steampowered.com/

Ease of navigation
The navigation bar is always visible at the top of the screen. The navigation bar has "your store" as a home page. This ensures if the user ever gets lost on the page they can easily return to the home.
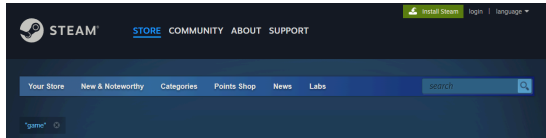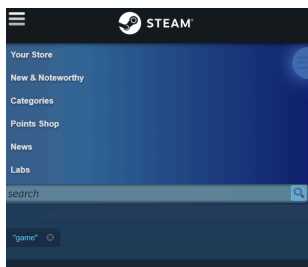

All clickable links are in large clickable boxes. In the photo the entire game box is clickable.
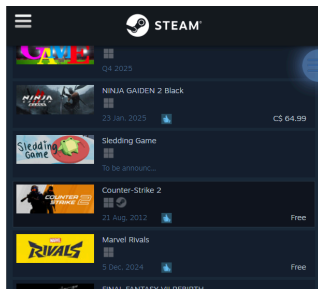

Universal Usability
When the screen is smaller elements adjust to be vertical to be more usable on a smaller screen.

When in desktop mode there is a tab for filtering searches. When on a smaller window or mobile the filter tab can be opened with a button on the side of the screen. This gives more screen space on smaller screens to hide an element that does not always need to be shown but is still easily accessible.
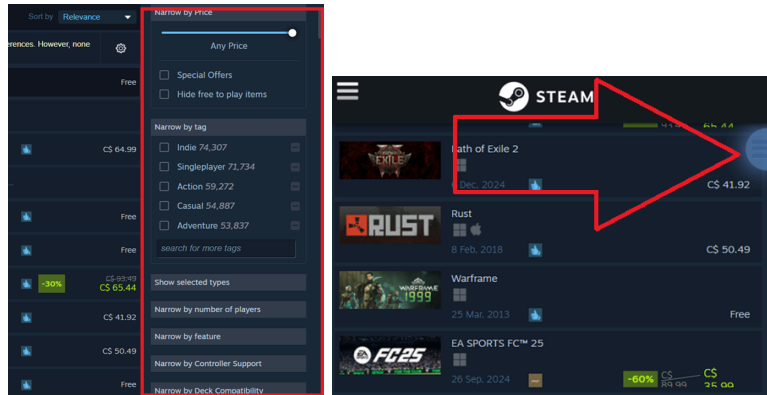
Less important details are hidden on smaller screens. For example on desktop site each game has the date it was published. On smaller screens they hide that information to more effectively use the screenspace.

Consistency

Every page has the same layout. The top is a large element and features a new popular game. The middle are a few popular games and the bottom are smaller less popular games. This is consistent across most pages. This will tell the user that the top of the page usually has the newest most popular content on every page.