617-653-4246 nicole.yt.huang@gmail.com 12 Shipley Circle, Westford MA, 01886 https://nicole-h6.github.io/Portfolio/index.html

Experience

UX Summer Intern

Boston Productions Inc. June 2018 - August 2018

- Developed company standard UX processes; executed User Testing and Playtesting and analyzed compiled testing data and client feedback to improve next iterations
- Designed wireframes for many new projects and created Invision prototypes to show clients functionality. Designed graphics for projects in development
- Participated in brainstorm sessions and project meetings (with and without clients)

UX/UI Designer and Researcher

University of Queensland - UQ Lyfe July 2017 - November 2017

- Created mockups, wireframes, and prototypes to support user personas created and conceptsdeveloped by team; ran usability tests on each iteration from low to high fidelity
- Created high fidelity prototype using HTML/ CSS/Javascript

Product Designer, UX Researcher

University of Queensland - Spacwars July 2017 - November 2017

- Designed sprites, music, and backgrounds for 2D isometric game
- Prototyped and user tested all features to ensure cohesion with rest of large scale game

Project Manager, Animator

Brandeis University - Wander October 2016 - December 2016

- Created 3D model world of game in Blenderincluding all characters and scenery elements;
 added logic to game through Blender interface
- Managed team to ensure efficient and productive workflow and process

Education

BA Human Computer Interaction

Additional Biology Major and Music Minor Brandeis University August 2015 - May 2019 Waltham, MA

HCI Focus

Study Abroad - University of Queesland July 2017 - November 2017 Brisbane, Australia

Skills

% Kowledge Bar

Photoshop | Illustrator | Indesign | Invision

90%

Usability/Play Testing | Usability Rsearch

80%

Ableton Live | Audacity | Blender

80%

HTML | CSS | Javascript | Java

60%

Other Skills

Mandarin Chinese Fluency, Leadership/ Management, Microsoft Office, Retail and Customer Service, Theater, Music