

Nicole Huang

UX Designer

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12 Shipley Circle, Westford MA, 01886

<https://nicole-h6.github.io/Portfolio/index.html>

Experience

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 concepts developed 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 Blender including all characters and scenery elements; added logic to game through Blender interface
- Managed team to ensure efficient and productive workflow and process

Senior Week Coordinator

Brandeis University - Senior Week

October 2016 - May 2017

- Conceptualized and designed full week of events based on feedback from user questionnaires; included prototyping and designing marketing materials for all events
- Managed \$60,000+ budget, volunteers, external companies and vendors, and all logistics

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 Queensland

July 2017 - November 2017

Brisbane, Australia

Skills

% Knowledge Bar



Photoshop | Invision



Usability Testing | User Research



HTML | CSS | Javascript | Java



Ableton Live | Audacity



Illustrator | Blender



Other Skills

Mandarin Chinese Fluency,
Microsoft Office, Retail, Customer
Service