

NICOLE HUANG

UX Designer

nicoleh6.com

nicole.yt.huang@gmail.com

617-653-4246

Experience

2021 Associate Usability Analyst

Aspen Technology

July 2019 - Present

- Worked in agile teams as sole/lead designer on multiple products at a time, created high fidelity mockups for use cases, collaborated consistently with PM, development, and quality assurance in the US, Mexico, and China.
- Designed responsive applications and complex workflows for desktop, web, and mobile.
- Conducted, observed, and analyzed usability sessions.
- Worked on innovation projects, researched upcoming design, technology, and how to leverage in industry. Applied design thinking practices.
- Co-lead in creating a robust design system in Figma.

2021 UX Summer Intern | UX Contractor

Boston Productions Inc.

May 2018 - August 2018 | March 2019 - Present

- Designed wireframes for multiple projects and project pitches; created Invision/XD prototypes to show functionality clearly to clients.
- Creative directed long term projects - worked with clients to conceptualize interactives, created wireframes, communicated creative to developers, graphic artists, sound engineers, and clients.
- Developed company's UX standards. Conducted and analyzed User Testing and Playtesting.

2019 UX/Visual Designer, Project Lead

Brandeis University - Rose Art AR

January 2019 - May 2019

- Conceptualized, wireframed, prototyped, visually designed, and lead the creation of an Augmented Reality based Android application; multiple AR experiences used to bring an exhibit in the Rose Art Museum to life.

2018 UX Designer, Project Manager

Brandeis University - AllergEat

October 2018 - December 2018

- Managed a small agile team to create mobile app for business idea, market fit and usability research done; created high fidelity mockups and prototypes.

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

Design: Wireframes, Mockups, UI Design, Low & High Fidelity Prototypes, Icon Design, Design System, Basic Illustrations, Interactive Prototypes, Presentations

Research: Usability Tests, Usability Reports, Play Tests, Personas, Design Thinking, User Journey Maps

Collaboration: Real-time design worksessions, Group affinity mapping, Collaborative Ideation

Tools: Figma, AdobeXD, Illustrator, Indesign, Premiere Pro, Audition, Balsamiq, Invision, Photoshop, Microsoft Office

Code: HTML, CSS, Javascript

Other Skills

Mandarin Chinese Conversational Fluency, Leadership/ Management, Microsoft Office, Retail and Customer Service, Event Planning, Scenic Design, Theater Performance, Basic Music Recording and Production