

Yanran Han

[UX Designer]

 yanranhan.com

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Skills

Core Skills

UX Design
Scripting
Motion Design
Graphic Design
User Research
Wireframing
Storyboarding
Prototyping
Usability Testing

2D Tools

Figma
Adobe CC
Sketch
Framer
InVision
Principle
Miro

3D Tools

Unity
Maya
Substance Suite

Platform Experience

Mobile: iOS, Android
VR: VIVE, Oculus
AR: ARkit, Hololens
PC: Web App, LeapMotion

Code

C#
Python
Javascript
HTML/CSS

Work Experience

SOCO AI Inc - UX Designer

Aug 2019 - Present

Research, design and implement scalable systems and UX processes for multiple NLP-powered applications.

Create design systems, branding, marketing assets for the company.

CMU CS Academy - UX Designer

May 2018 - June 2019

Collaborated with cross-functional teams and designed an improved experience for an interactive CS curriculum on desktop and tablet.

Nikki Games - Technical UX/UI Designer

Feb 2017 - Aug 2017

Worked closely with designers, artists, and engineers, designed UI, branding, and landing page for the mobile game "Love Nikki".

Participated in implementing UI components in Unity and wrote several scripts to improve the UI working process.

TimeBubble - Full-Stack Designer

Oct 2014 - Aug 2016

Collaborated with a startup team in prototyping and designing a mobile app to help young adults overcome cell phone addiction.

Other Projects

BioMotivate - VR Designer

Aug 2019 - Feb 2020

Researched, designed, and prototyped a VR meditation experience in Oculus Quest to prevent drug cravings and relapses.

EA Maxis Studio - Project Olympia, Technical Artist

Jan 2019 - May 2019

Collaborated with designers, engineers, and producers to build a VR slime simulation experience with LeapMotion for EA Maxis Studio.

Created 3D/2D assets and technical solutions in Unity and Maya (e.g. Environment art, Fluid simulation, Physics)

Conducted multiple rounds of playtests to get feedback and tweak the game experience accordingly.

Google - Project Playgrounds, UX/UI Designer

Sep 2018 - Dec 2019

Worked with Google experience team, conducted user research, and designed user flow and interface for a room-scale experience

Education

Carnegie Mellon University - Entertainment Technology

2017-2019 [Master]

Zhejiang University - Digital Media Technology

2012-2016 [Bachelor]