

# Yanran Han

[UI/UX Designer]

[Portfolio link](#)



Pittsburgh



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## Skills

Tools :

Adobe Creative Suite  
Sketch, InVision  
Framer, Principle

Programming:

Python, MEL, Javascript  
HTML, CSS, JQuery  
C#, \* C++, \*Java

Core Skills:

UX Design  
Graphic Design  
Mockup  
Wireframes  
User Research

Platform Experience:

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

## Work Experience

### CMU CS Academy - UI/UX Designer

May 2018 - Present

Collaborating with designers, engineers and producers to build an improved experience for an interactive high school python curriculum

### Nikki Games - UI/UX Designer

Feb 2017 - Aug 2017 (A mobile game with 100+ million players worldwide)

Bridged the team, worked closely with artists and engineers, designed UI, branding, and website for the mobile game "Love Nikki". Developed tools in Javascript like replacing UI language automatically.

### Entrepreneurial Team- Full-Stack Designer

Oct 2014 - Aug 2017

Collaborated with the team in prototyping, designing and developing a Mobile App to help young adults overcome cell phone addiction.

## Academic Projects

### EA Maxis Studio - Project Olympia, UI/UX Designer

Jan 2019 - May 2019

Collaborated with designers, engineers and producers to build a VR experience with LeapMotion. Developed assets and technical solutions in Unity and Maya (e.g. Environment art, Fluid simulation, Physics)

### Google - Project Playgrounds, Visual Designer

May 2017 - Present

Worked with Google experience team, conducted researches and designed a room-scale experience to showcase Google Assistant.

## Education

### Carnegie Mellon University - Entertainment Technology

2017-2019 [Master]

### Zhejiang University - Digital Media Technology

2012-2016 [Bachelor]

## Personal Projects

### Global Game Jam - Generalist Artist

2017, 2018

Worked on character design, animation, UI, environment setting, VFX and concept art of a multiplayer PC game.