

HELEN HONG

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Education

Carnegie Mellon University

Expected May 2017

BHCI in Human-Computer Interaction

BS in Chemical Engineering

Stanford University

Summer 2014

Intensive Studies in Cognitive Psychology

Skills

UX Research Methods

Think-Aloud, A/B testing

Contextual Inquiry

Heuristic Evaluation

Make Tools Prototyping

Prototyping

Adobe creative suite

Sketch

Wireframing

Origami, Axure

Python, Action Script

HTML/CSS/JQuery

Activities

SASE

Designer on National IT Team

Kappa Phi Lambda.Inc

Recruitment Chair

Events Coordinator

Experience

Junior.io | UX Design Apprentice

Aug 2016 - Dec 2016, San Francisco, CA

Created user journeys, frameworks, information architecture, both designs and prototypes for various projects. Worked cross-functionally with project leads, user researchers, engineers, and senior designers to deliver digital products for clients ranging from established corporations to small start-ups.

Fantasy Interactive | Interaction Design Intern

May 2016 - Aug 2016, San Francisco, CA

Designed, prototyped, and conducted usability testings on the newest version of The Weather Channel Android App for both mobile and tablet platforms. Rebuilt the information architecture and redesigned several key features for start-up company product ClearSpend to improve the overall user experience and visual design.

Brain.IIc | Product Design Intern

Dec 2015 - March 2016, San Mateo, CA & Remotely

Performed heuristic evaluation and usability testing on the most recent version of Brain IOS App. Guided both Design and Engineering team to improve the overall user experience. Designed and created prototypes for the user onboarding experience. Worked closely with CEO on deciding key features for the first launching version.

Carnegie Mellon University Robotics/HCI | UX/UI Designer

September 2015 - December 2015, Pittsburgh, PA

Leading UX researcher and product designer in mapping section of the Global Learning Xprize Project that aims to teach numeracy to Swahili Speaking children through digital touchpoints. Worked with engineers and delivered interactive prototypes for user testings.

Proctor & Gamble | Industrial Engineering Design Intern

May 2015 - August 2015, Boston, MA

Designed visual aid that eliminated machine loss caused by human errors based on the principles of human-centered design. Redesigned the trouble shooting guide for Embrace Value Stream technicians to speed up problem finding process.