

Haoning Daphne Hsu

UX Designer

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SKILLS

Design

Interaction Design

Wireframing

Prototyping

Information Architecture

Design System

Visual Design

Tools

Figma

Adobe Creative Suite

JavaScript/ HTML/ CSS

Research

Heuristic Evaluation

Affinity diagram

Competitive Analysis

Contextual Interview

Usability/ Accessibility Testing

EXPERIENCE

Epic Games | Fortnite Creator Portal, UX Designer

Sep.2023 - Present | Bellevue, WA

- Created a new data visualization library and established its guidelines for Fortnite Creator Analytics.
- Designed and shipped 2 main analytics page within 6 months. One of the metrics led to **8,085 projects** analyzed during the launch weekend.

Epic Games | Epic Games Store, Associate UX Designer/UX Designer

Jun.2021 - Dec. 2022 / Dec.2022 - Aug.2023 | Bellevue, WA

- Conducted competitor research and designed game-publishing experience for **3,000+ titles** on Epic Games Store.
- Initiated component audit to ensure the alignment between internal product library and Epic Design System.

UW iSchool GAMER Group, UX Designer / Student Researcher

Feb.2020 - Jun.2021 | Seattle, WA

- Crafted a virtual escape room prototype in 3 months for deepfake research; established design system from scratch and led 2 iterations.
- Researched online language learning experience in social VR; Ran 10+ research sessions with 20+ participants in 2 months.

UXI Design, UX Design Intern

Jun.2020 - Sep.2020 | Taipei, Taiwan

- Built omni-channel shopping experience for Giant bicycle; created website, customer journey maps, information architecture, wireframes, and design system from scratch with the team in 4 months.
- Conducted UX audit for brands such as Logitech APAC.

EDUCATION

University of Washington, M.S. Information Management, User Experience and Information Architecture

Sep.2019 - Jun.2021 | Seattle, WA

- Capstone: Improving accessibility on 10,000 ft by Smartsheet
- Winner of 2020 World IA Day Hackathon

PUBLICATION

Y. Cho, H. N. Hsu, Z. Zheng, E. E. Trinh, H. Jang and Y. Cheng, "Research Based on Affective Filter Theory: Is Social VR an Effective Tool for Learning a Second Language?," 2022 8th International Conference of the Immersive Learning Research Network (iLRN), Vienna, Austria, 2022, pp. 1-7, doi: 10.23919/iLRN55037.2022.9815924