

FAYE HAN

sayhello@fayehan.com
fayehan.com

Seeking a full-time position in user experience design and user experience research at a company that values human-centered design and products deeply rooted in communication with users.

SKILLS

DESIGN TOOLS

OmniGraffle
Sketch
Invision
Adobe Creative Suite

USABILITY METHODS

Think Aloud
Contextual Inquiry
Heuristic Evaluation
Prototyping (Hi/Lo-Fi)
Affinity Diagramming
Interviews
Card Sorting
Guerrilla Testing

LANGUAGES FLUENT

English
Mandarin Chinese
Spanish

References available
upon request

EDUCATION

CARNEGIE MELLON UNIVERSITY

Master of Human-Computer Interaction
Bachelor of Science in Cognitive Science

Minors: Computer Science, Neural Computation, Hispanic Studies

Pittsburgh, PA

August 2012

May 2011

EXPERIENCE

OCTOPART

2016 – present

User Experience Designer

- Design and ship features for electrical engineers and supply chain professionals
- Coordinated, conducted, and led all user research efforts
- Collaborated with engineering, marketing, and business teams

MAKERBOT INDUSTRIES

2014 – 2015

User Experience Designer, Digital Products

- Created and improved experiences across all products, including hardware and software
- Led user research efforts to improve software experiences on new machines
- Worked with mechanical engineering, industrial design, firmware, software, and web teams

BLIP

2013

User Experience Designer

- Owned the viewer-facing website, producer-facing website, mobile and Xbox 360 apps
- Worked closely with developers and visual designers

ROUNDARCH ISOBAR

2012 – 2013

User Experience Design Intern

- Created applications and digital marketing campaigns for a top financial institution
- Prepared designs and prototypes for user research

M*MODAL

2012

Product Designer and Technical Lead, Improving Physician Efficiency

- Designed feedback mechanisms to physicians during patient data entry in EMR software
- Oversaw all technical aspects of designing and prototyping
- Heavily involved in user research, interaction and user experience design, and prototyping