Hannah Mei

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Education

University of Washington
GPA 3.91/4.0

Human-Centered Design & Engineering Major
Bachelors of Science (Human-Computer Interaction Track)

Expereince

UX Designer Epic Games
Jun 2021 - Current

-Owned, led, & shipped multiple projects at Fortnite. Including consumer team, battle pass team, creative team, and player journey team.
-Led, researched, & launched buy level feature at battle pass team resulting in a significant improvement on new battle pass monetization.
-Successfully shipped 2 chapters and 5 seasons of UX works for Fortnite. Currently supporting the design roadmap of creator ecosystem team and discovery team.

Design Lead Nav. it
Apr 2021 - Sep 2022

-Managed the product design team at Nav.it.
-Redesigned the core financial journey experience with a gamification solution.
-Led development and managed PM workflows.
-Collaborated with financial coaches and other major stakeholders & clients, such as Starbucks and Workmoney.
-Owned all design specs for each sprint to meet the production goal.

UX/UI Design Lead Xbox Capstone
Jan 2021 - Jun 2021

-Worked with the Microsft Xbox team to investigate new ways to enable social connection.
-Researched, tested, and prototyped a design proposal that improves the experience of social gaming for women with inclusive gaming environment.

UX/UI Contractor Ripl, Inc
Dec 2020 - Feb 2021

-Conducted UX customer research and design validation for Ripl app. UX and UI redesign for current mobile and web app product features.
-Production ready assets for development team and meet product metrics.

UX VR Designer Isekai Ent
Jun 2019 - Nov 2021

-Created a VR-friendly UX/UI design in *Sword Reverie*.
-Designed and iterated with in-game HUD, progression, menu UI, crafting UI, setting UI. (Game released at 2022)
-Redesigned in-game experience and responsive website with CPA optimization in-depth user research. Designed a fully-funded and responsive Kickstarter page.

Visual

Sketching
Procreate
Illustrator
Photoshop

Design

Deisgn Roadmap
Prototyping/Mockups
User Research and Testing
Wireframing
User-Centric Design

Design Tools

Figma
Sketch
Principle/InVision
Adobe Creative Suite

Coding

Java
React
Python
HTML CSS Javascript

Soft Skills

Multi-Tasker
Problem Solver
Logical Thinking
Mentoring and Management

Languages

English
Mandarin