HARRI LIN

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EDUCATION

Master in Human-Computer Interaction and Design
University of Washington
Seattle, WA | 2019 – 2020

B.A & B.S in Math & Visual Design
Union College
Schenectady, NY | 2012 – 2016

SKILLS

Design	Research
Interaction design	Usability testing
Info. architecture	User interviews
Wireframing	Contextual inquiry
3D Modeling	Competitive analysis
VFX	Participatory design
Motion graphics	Market research
Rapid prototyping	Survey & metrics

TOOLS

Design	Analytics
Sketch	Google Adwords
Figma	Google Analytics
Adobe Suites	Salesforce
After Effects	Hubspot
Cinema 4D	
Octane Render	
Protopie	**Programming**
InVision	HTML / CSS / JS
Principle	Arduino

EXPERIENCE

UX Designer II

Epic Games | Seattle, WA | Nov 2020 - Present

- Collaborating with producers, engineer directors and UX researchers across the org to upgrade the experience of developing AAA games using newly released Unreal Engine 5
- Leading sequencer project to redesign multi-track animation tools and rendering pipeline to improve the experience creating in-game cinematics
- Owning the design process from concept to launch for Unreal Engine 5's gizmo system. Create wireframes and interactive prototypes to document and convey its interaction behavior
- Working with overseas developers to redesign the Unreal Insight to help them collect, analyze, and visualize data points to optimize applications and games for better performance

Product Designer

Microsoft - University of Washington | Seattle, WA | Feb 2020 - Aug 2020

- Capstone Project for Master's in HCI+Design at the University of Washington, sponsored and advised by Microsoft Azure Cloud Team
- Designed a cloud-based community for AR/VR designers to find inspirations and create content for Virtual Reality

Product Designer

Clarifai | New York, NY | Feb 2019 - July 2019

- Conducted usability tests on computer vision image labeling platform
- Collaborated in migrating and rebuilding the entire website in the new CMS in order to analyze user behavior & site traffic to serve ABM strategy
- Analyzed website traffic with multiple marketing tool. Redesigned the website and reorganized sitemap accordingly

Product Designer

JobDiva | New York, NY | Aug 2016 - Oct 2018

- Sole designer at 70+ people company and helped obtain over 27,000 users and take over 1/4 market share of ATS software in the US within 2 years
- Designed B2B SaaS product for recruiters to search and manage talents
- Identified key research questions related to staffing recruiting, talent acquisition and workforce management with key stakeholders
- • Reshaped the brand's visual identity & branding guideline and created all marketing material for product marketing

Visual Designer Intern

Uber | Shanghai, China | July 2015 - Aug 2015

- Created tutorial images of Uber Pool function for the city of Shanghai
- Designed weekly digital advertisements to promote branding