

HARRI LIN

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EDUCATION

Master in Human-Computer Interaction and Design

University of Washington
Seattle, WA | 2019 – 2020

B.S in Math & Visual Design

Union College
Schenectady, NY | 2012 – 2016

SKILLS

Design

Interaction Design
Info. Architecture
Wireframing
3D Modeling
VFX
Motion Graphics
Rapid Prototyping

Research

Usability Testing
User Interviews
Contextual Inquiry
Competitive Analysis
Participatory Design
Market Research
Survey & Metrics

TOOLS

Design

Figma
Sketch
Adobe Suites
After Effects
Unreal Engine
Cinema 4D
Octane Render
Protopie
Principle

Analytics

Google Adwords
Google Analytics
Salesforce
Hubspot

Programming

HTML / CSS / JS
Kubernetes

EXPERIENCE

NVIDIA | *Senior UX Designer*

Seattle, WA | June 2022 – Present

- Leading UX design for NVIDIA Base Command platform to provide solutions for accessing data center resources and high-performance computing capabilities to support advanced AI/ML development initiatives
- Redesigning the NVIDIA Holoscan product. Streamlining AI deployment on medical devices to improve the surgical efficiency in the operating room.
- Engaging in cross-functional collaboration to ascertain and define product requirements while proactively addressing user pain points throughout the entire AI development lifecycle
- Collaborating closely with UX team to establish a robust UX foundation and foster a pervasive UX culture across multiple engineering-centric orgs

Epic Games | *UX Designer II*

Seattle, WA | Nov 2020 – May 2022

- Collaborated with producers, engineer directors and UX researchers across the org to upgrade the experience of developing AAA games using newly released Unreal Engine 5
- Led sequencer project to redesign multi-track animation tools and rendering pipeline to improve the experience creating in-game cinematics
- Owned the design process for Unreal Engine 5's gizmo system. Create wireframes and interactive prototypes to document and convey its interaction behavior
- Worked 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

Master Thesis | *Product Designer*

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
- Designed a cloud based community add-on to Microsoft Maquette for XR designers to find inspirations and create content for Virtual Reality

Clarifai | *Product Designer*

New York, NY | Feb 2019 – July 2019

- Conducted usability tests on computer vision image labeling platform to improve efficiency labeling image dataset for training CV AI models
- 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

JobDiva | *Product Designer*

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

Uber | *Visual Designer Intern*

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