Dani Huang

I Spot The "Hmm," Sketch The "What If," And Build Toward The "That's It."

CONTACT

danihuang.me

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EDUCATION

California College of the Arts

Master of Design in Interaction Design (HCI)

August 2023 – August 2024

San Francisco, CA

University of Washington

Bachelor of Arts in Philosophy
Minor in French and Law, Societies & Justice

September 2017 — June 2022

Seattle, WA

SKILLS

Tools

Adobe Creative Suite
Arduino IDE
Asana/Jira/Trello
Figma
Google Suite
HTML/CSS/JavaScript
Lottie
Marvel
Microsoft Office
Miro/Mural
Notion
SQL
Tableau
Webflow

Certificate

Google Data Analytics (ongoing)
Google Project Management (ongoing)

Languages

Chinese
English
French

WORK EXPERIENCE

ACTA NON VERBA | Experience Designer

January 2024 – Present   San Francisco, CA

Lead user research and systematic analysis to address the needs of diverse communities, driving initiatives for food justice and youth empowerment.

Design and implement innovative way-finding and educational programs to enhance accessibility and promote sustainable urban farming.

CALIFORNIA COLLEGE OF THE ARTS | MDes Event Assistant

September 2023 – May 2024   San Francisco, CA

Coordinated event planning and logistics, managing complex timelines and details to ensure the success of academic and community events.

Fostered team collaboration and strengthened communication, providing consistent support to faculty and leadership to enhance event outcomes.

BAIDU | Interaction Design Intern

June 2023 – August 2023   Shanghai, China

Executed targeted market and user research, leveraging AI-driven data visualization tools to inform B2B user engagement strategies.

Aligned user insights with UX design goals, leading to a 20% increase in user engagement and a 15% boost in task completion rates.

NINTENDO OF AMERICA | French Game Design Tester

January 2023 – June 2023   Redmond, WA

Performed usability testing and provided actionable feedback on game interfaces and mechanics, leading to a 23% improvement in user feedback and usability metrics.

Collaborated cross-functionally to identify design challenges and contribute to iterative improvements within AAA game development projects.

BE GOOD PROJECT | Product Designer

June 2022 – December 2022   Seattle, WA

Conducted cognitive walkthroughs and heuristic evaluations to refine The Banana App's service design, reducing support tickets by 45% through improved accessibility and cohesive UI design.

Iteratively enhanced UX/UI through user feedback, focusing on user-centric information architecture and wireframes for optimized product functionality.

NXT WAVE FOUNDERS | UX/UI Designer

June 2021 – September 2021   Remote

Partnered with a team of five to design web pages that successfully increased funding opportunities for environmental startups and promoted green workforce development.