Hao/H-ow/ting Gao

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EXPERIENCE

UI/UX Designer | Ross + Tech Jam

Oct. 2022 - Dec. 2022, Ann Arbor

- Conducted user research through various methods (primary and secondary research, information architecture, and journey maps) to understand the problem and user needs.
- Collaborated with 2 former venture capitalists and targeted a $66B market to set our value chain and build cross-platform user profiles.
- Constructed wireframes and hi-fi prototypes in Figma to collect design feedback from users.

Product Designer | Creator

Sep. 2022 - Dec. 2022, Ann Arbor

- Designing a comprehensive platform for influencers to analyze traffic data from multiple social platforms and manage their sponsors and profiles.
- Analyzing user research data via four interviews, three storyboards, two personas, and scenarios.
- Constructed wireframes and hi-fi prototypes to collect feedback from users.

Summer Intern | Matthaei Botanical Gardens and Nichols Arboretum

May. 2022 - Aug. 2022, Ann Arbor

- Used ecological restoration techniques to care for unique ecosystems, such as chemical and mechanical removal of invasive species.
- Manage and trim paths for visitors and build outdoor classrooms and gardens for Ann Arbor nursery.

Landscape Architect Intern | McGregor Coxall

Feb. 2021 - May. 2021, Shenzhen

- Finished four different scales real projects in three months, two international competitions, one road design, and one skateboard park design.
- Completed assigned duties and consistently produced high volumes of work to support daily Rhino3D models and Lumion rendering effects needs.

PROJECT

Graduate UX Consultant | UM OARS

Client: UM STAMP, Sep. 2022 - Dec. 2022, Ann Arbor

- Researched and wrote reports on system background and mechanism.
- Conducted 10 hours of interviews to study the clients' problems in context.
- Created 350 affinity map notes to analyze the qualitative data
- Brainstormed suggestions and drafted reports to improve the workflow and UX usability of the client's problems.

EDUCATION

University of Michigan

Sep. 2021 - Dec. 2024, Ann Arbor

M. S. in Information, User-centered agile development track
GPA: 3.9/4.0

M.L.A. in SEAS, Landscape Architecture
GPA: 3.9/4.0

Southwest University

Sep. 2017 - Jun. 2021, Chongqing

B. E. in Landscape Architecture
GPA: 3.3/4.0

SKILLS

Competitive Analysis
Heuristic Evaluation
Journey Mapping
Storyboard
Wireframing
Information Architecture
Flowchart
Prototyping
Usability Testing
Interaction Design
UI Design
User Research

TOOLS

Figma
Sketch
Photoshop
Illustrator
InDesign
Adobe XD
Miro
HTML5 & CSS 3
Python
JavaScript
Rhino3D