

🧽 Fengyu Hao

14+ Year Expert UX/UI & Visual Designer

WORK EXPERIENCE



Google (TVC via Intellipro Group) New York, NY UX/UI Designer | June 2022 - present

- · Worked closely with product managers, UX researchers, and engineers, to develop creative solutions based on user testing insights and metrics.
- Communicated design concepts with stakeholders and leadership.
- Led design iterations to refine and improve product features based on user feedback and data analysis.
- · Produced wireframes, low- and high-fidelity mockups, and interactive and animated prototypes.
- Participated in design sprints to generate innovative concepts.
- Created scalable UI components and design systems by consolidating current components and streamlining workflows.
- Conducted accessibility audit to ensure ADA and WCAG compliance.



edX - Columbia Engineering Boot Camps New York, NY UX/UI Design Bootcamp Instructor (part-time) | June 2023 - present

- Led a 24-week remote boot camp at Columbia University, focusing on UX/UI, covering user research, problem definition, ideation, prototyping, testing, UI design, and basic HTML/CSS/JQuery.
- · Mentored and guided students through in-class activities, and oversaw multiple projects, assisted students in applying UX/UI concepts to real-world scenarios.



Raisin (formerly Deposit Solutions) New York, NY Lead UX/UI & Graphic Designer | February 2020 - June 2022

- Led the design of user sign-up funnel and dashboard for a B2C banking product, launching it in 8 months after joining the team.
- Optimized sign-up UX with competitor analysis and user testing, increasing conversion rate by 19%.
- Created user flows and UI designs for major new features based on business requirements and user feedback.
- Built interactive prototypes to facilitate B2B onboarding process.
- Developed design systems adhering to WCAG 2.1 standards...
- Designed and managed B2C website and landing pages using headless CMS.
- Monitored and analyzed A/B test results, heatmap data, and user feedback, optimizing web UI and driving user engagement.



New York Film Academy New York, NY

Senior Web & Graphic Designer | May 2019 - January 2020 Multimedia Designer | January 2010 - April 2019

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EDUCATION

Parsons the New School for Design

2007 - 2009

Master of Fine Arts in Design & Technology

Shanghai Jiao Tong University

2003 - 2007

Bachelor of Arts in Broadcast Journalism Bachelor of Science (minor) in Computer and Application

CREATIVE SKILLS

Design thinking, create user-centric solutions, persona, user flow and customer journey mapping

Cross-platform UX/UI design through various stages: ideation, wireframes, low- and high-fidelity mockups, interactive and animated prototypes

Build and work with design system

Design for accessibility

Presentation design

Website, landing page, and email design

Graphic design for digital and print

Branding and social media content creation

Video editing & animation

Illustration and painting (digital and watercolor)

DESIGN TOOLS

Figma, Principle, Sketch, InVision, Adobe Creative Suite (Photoshop, Illustrator, InDesign, XD, Premiere Pro, After Effects), Procreate. Basic HTML/CSS, CMS. Microsoft Office: Word, Excel, PowerPoint.

LANGUAGE SKILLS

English Mandarin Chinese Japanese (JLPT N3)