ANGIE HE

Product Designer · UX/UI · UX Research
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PROFILE

UX and product designer pursuing a Master of Entertainment Technology at Carnegie Mellon, with an illustration background. Combines research, prototyping, and visual storytelling to design human-centered, AI-supported experiences.

EDUCATION

Carnegie Mellon University, Entertainment Technology Center — Pittsburgh, PA
Master of Entertainment Technology — 2025 – Expected May 2027

School of Visual Arts — New York, NY
Bachelor of Fine Arts, Illustration — 2019 – May 2023

SKILLS

UX & Research: HCI Research, Human–AI Interaction, Competitive Analysis, Usability Testing, User Journey Mapping, Wireframing, Paper & Interactive Prototyping, Interaction Design, Service Design
AI Tools: Claude (desk & audience research, synthetic personas, PRDs, ideation, user flows, prototyping, usability testing), Figma AI (prototyping), Prompt Engineering
Design Tools: Figma, Illustrator, Photoshop, InDesign, After Effects, Procreate
Prototyping & Tech: Unity, Python, Maya

UX & PRODUCT PROJECTS

STAiGE | UX Designer · AI Web App for K–12 Drama Education (Client Project, In Progress)

- Conducted the project's first-phase research on technology in drama-based classrooms, how drama shapes learning, and ways to inspire human–AI co-creation.
- Translated research into proposed design directions for the AI product, helping shape how students and teachers create alongside AI.
- Designed the core user flow for how users navigate the web app to create a play for their classroom, and built the interface in Figma using AI-assisted design tools.

SoKids | Research-Led Game Design for Children

- Selected with my team to present SoKids as speakers at the Serious Play Conference.
- Analyzed existing children's gaming apps and synthesized HCI research on how children perceive social categories, translating findings into design decisions.
- Built the project's first paper prototype to test core mechanics, then partnered with developers to turn it into a low-fidelity Unity build.
- Defined the visual identity through character sketches, high-fidelity thumbnails, and website visualizations, keeping the experience cohesive across touchpoints.

PrideSafe | Social Impact Product Design

- Designed a mobile app paired with a discreet, Arduino-powered wearable pendant to support the safety and mental well-being of LGBTQ youth.

Pawsitive Care | Service & System Design

- Designed an end-to-end service for owners of ill pets: a physical medical toolkit plus a portal to coordinate care with veterinary technicians and receive real-time health updates.

EXPERIENCE

Design Intern | Law Offices of David S.W. Fang — Aug 2023 – Jun 2024

- Turned complex legal topics into approachable promotional e-booklets, using layout and infographics to make information easy for clients to scan.
- Created firm collateral, marketing materials, and social media content with a consistent visual hierarchy and tone.
- Designed a biography book cover, aligning typography and imagery with the subject's brand narrative.

Design Intern | Pioneering Collective — May 2022 – Aug 2022

- Initiated and designed the company's external newsletter to strengthen its public image and support growth.
- Delivered 60+ graphics, illustrations, and animations for social media, holidays, and events.