

Olivia (Ya-Han) Hsu

UIUX Product Designer

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Work Experience

Senior UX Designer

March 2023 – Present

The Aspen Group, Chicago, IL, U.S.

- Collaborated with diverse teams to define experience solutions for healthcare professionals and consumers.
- Developed both lo-fi and high-fidelity prototypes for customer and business evaluation, communicating detailed experience requirements and interaction behaviors across all devices.
- Contributed to Aspen Dental's product experience practice maturity by creating processes, tools, and enhancing the design pattern library, supporting standards in interaction, usability, and accessibility.

Senior UI/UX Designer

July 2022 – Jan 2023

SADA Systems, Chicago, IL, U.S.

- Designed Atom- an Inventory and work management tool for the Department of Transportation (DOT).
- Collaborated with Product Owner, Product Manager and engineering team to understand the goals and objectives of the user, define features, contribute to the overall direction of the product and to ensure a high-quality implementation and user experience.
- Deliverables including branding, web application, and mobile application (both iOS and Android).

UX & Visual Designer

Oct 2019 – July 2022

Keeper Security, Inc., Chicago, IL, U.S.

- Worked closely with CEO, product manager, and development team.
- Build user journeys and personas to be used when ideating on new features and app experiences
- Contributed and evolve design system and brand guidelines to ensure consistency across our products
- Designed responsive layouts for desktop, tablet and mobile of websites and digital media

Content Production Artist

Aug 2019 – Sep 2019

Apple Inc. via Hogarth Worldwide, Cupertino, CA, U.S.

- Worked with Apple team to update product imagery and UI for use in multiple assets and deliverables
- Incorporated final products into targeted marketing campaigns.
- Acted as a brand quality control to ensure brand guidelines and created pixel perfect work

UX/UI Product Designer

Feb 2018 – Jan 2019

iClick Inc., Taipei, Taiwan

- Translated idea and concepts into flows, wireframes, and prototypes that lead to intuitive UX
- Facilitated the product vision by researching, conceiving, sketching, and user-testing
- Collaborated with front-end team members and programming language, CSS, HTML, and Java script

Skills

Industry knowledge & Design Tools Product Development, Project Management, Human Factors, User Persona, Wireframing, Lo/Hi-Fi Prototypes, Design Thinking

Design Tools Figma, Adobe Creative Suite (XD, Photoshop, Illustrator), Sketch, InVision, HTML& CSS

Education

Master of Science, Product Design and Development Management (mpd²)

June

2019

Northwestern University, Evanston, IL, U.S.

MPD² scholarship

Bachelor of Fine Arts, Product Design

June

2014

Tainan University of Technology, Tainan, Taiwan

2014 Young Designers' Exhibition Bronze Award