

Agnes Romhanyi

UX Researcher and Software Developer Specialized in Interactive Media

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WORK EXPERIENCE

Games+ Learning+ Society Center, University of California, Irvine Irvine, CA
Game Design, Development, and Usability Study - ShoutingMatch 2023 - 2024

- Led the development of a voice-controlled fighting game, promoting emotional self-regulation (*2D/3D prototypes using C#, Unity, and Arduino*).
- Co-designed the game mechanics, user interface, and aesthetics.
- Ran usability study with 8 players. Facilitated playtests and focus group. Analyzed the data and deduced findings.
- Results are published in the proceedings of [CHI-PLAY '23](#).

Game Design, Development, and Usability Study - DoomScroll: Among Us Mod 2022 - 2024

- Led the development of an Among Us game mod, DoomScroll to improve players' misinformation recognition skills (C#, Bepinex, HarmonyX).
- Ran 9 playtests (n = 61) to assess player needs and translated identified needs into use cases and specifications.
- Mentored 2 undergraduate interns in C# programming and game testing
- Preliminary results are published in the proceedings of [Foundations of Digital Games 2024](#).

UX Research, Cross-sectional Survey Study 2022 - 2024

- Participated in recruiting and surveying 600+ players to gather actionable insights regarding their experiences of harmful conduct in multiplayer online games.
- Conducted descriptive statistics, visualization, and bivariate analysis of survey data (R environment).
- Synthesized the findings for publication in ACM Games: Research and Practice (under review).
- Results suggest that gender and level of game involvement are associated with the perpetration and normalization of toxic player behavior, however they also correlate with applying productive responses more frequently.

University of California, Irvine Irvine, CA
Teaching Assistant 2020 - Present

- Led discussions, prepared study materials, and helped students with assignments, e.g., writing and debugging code.
- **Courses:** Introduction to Game Design, Programming for Games, Game and Multiplayer Systems, Coding In Game Engines, User Experience (UX) and Interaction, Human-Computer Interaction

Blueship Co. Ltd Okinawa, Japan
Software Development and UI Design 2018 - 2019

- Worked in an international team to develop Trinity, a configuration management system (Java, Thymeleaf, Bootstrap).
- Conducted market research and competitor analysis to validate design direction.
- Redesigned Trinity's user interface for responsiveness, intuitiveness, and aesthetic (Adobe XD, Inkscape).
- Prepared deliverables and presented design and recommendations to the board of directors.

EDUCATION

- **Ph.D in Informatics**, University of California, Irvine Expected 2025
- **Bs.C. in Computer Science**, Eötvös Loránd University, Budapest 2014

GRANTS & AWARDS

- UCI Informatics Dissertation Completion Fellowship 2024 - 2025
- Hungarian National Award in Museum Education - for the design of three educational videogames 2012

SKILLS

- **Research:** survey, interview, prototyping, contextual inquiry, focus group, usability testing, heuristic evaluation
- **Programming:** Unity, C#, C++, R, SQL, Java, JavaScript, HTML5, CSS3
- **Design Tools:** Figma, Adobe XD, Inkscape, Blender
- **Project and Team Management:** Jira, GitHub, Miro, Trello, Backlog, Bitbucket, Agile scrum
- **Languages:** English (professional working proficiency) German (intermediate) Hungarian (native)