

# Agnes Romhanyi

Product & UX Researcher | Online Safety, Trust, and Player Experiences

Experience translating player research into product requirements and safety-focused feature strategy

Irvine, CA

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## WORK EXPERIENCE

*Games+Learning+Society Center – University Of California, Irvine*

Irvine, CA

**Product Researcher & Development Lead**

2020 - Present

### Selected Product Initiatives

#### AI-Supported Player Moderation Tools

*Product Research Lead*

2025 - 2026

- Led qualitative product discovery for AI-supported moderation features through 5 focus groups (28 participants), assessing player trust, agency, and acceptance
- Synthesized findings into **design and product implications** balancing ethical considerations with player needs
- Identified requirements for **player-facing safety tools** emphasizing transparency, agency, and in-context integration

#### Player Safety & Moderation Systems

*Product Research Lead*

2024 - 2025

- Conducted comparative product analysis of **player safety, moderation, and privacy features** across 15 multiplayer games and 6 distribution platforms
- Led and coordinated a research team of 7, overseeing data collection, synthesis, and delivery timelines
- Translated findings into **product opportunity areas** including active mediation, self-monitoring, and impulse-control mechanics to reduce harmful conduct

#### Player Harm, Norms, and Safety Interventions in Multiplayer Games

*Product Researcher*

2022 - 2025

- Led mixed-methods research (600+ surveys, 25+ interviews) to inform **product-level understanding of harmful conduct and safety interventions** in multiplayer online games
- Applied quantitative and qualitative analysis to validate hypotheses and identify behavioral patterns relevant to **moderation and safety design**
- Generated evidence-based insights on how exposure, norms, and game habits shape behavior and player coping strategies

#### ShoutingMatch – Safety-Oriented Game Prototype

*Product & Game Design Lead*

2023 - 2024

- Led end-to-end development of a voice-controlled game prototype focused on **safety through emotional self-regulation**
- Defined feature requirements and collaborated with design and engineering on core mechanics, UI, and interaction flows
- Managed a cross-functional team of 6 through ideation, prototyping, and iteration
- Ran playtests and focus groups to evaluate feature acceptance and effectiveness

## DoomScroll – Disinformation Literacy Game Mod

Product Development Lead

2022 - 2024

- Led development of an educational game mod addressing **disinformation and harmful content recognition**
- Developed a lightweight product roadmap informed by iterative user testing and player feedback
- Translated user needs into **use cases and feature specifications** for design and engineering

Blueship Co. Ltd.

Okinawa,

## Product Design and Development

Japan

2018 - 2019

- Contributed to product design and development of a configuration management system in a cross-functional, international team
- Conducted market and competitor analysis to support product direction and positioning
- Redesigned core UI to improve usability, responsiveness, and clarity

## EDUCATION

- **Ph.D in Informatics**, University of California, Irvine Expected 2026
- **M.S. in Informatics**, University of California, Irvine 2024
- **B.S. in Computer Science**, Eötvös Loránd University, Budapest 2014

## SKILLS

- **Product & Project Management:** Agile/Scrum, roadmapping, Jira, GitHub, Miro, Trello, Backlog
- **User & Product Research:** surveys, interviews, focus groups, usability testing, thematic analysis
- **Design & Prototyping:** Figma, Adobe XD, Inkscape, Blender
- **Technical:** C#, Unity, Java, SQL, JavaScript, HTML/CSS, R
- **Languages:** English (professional working proficiency) German (intermediate) Hungarian (native)