

Agnes Romhanyi

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

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[LinkedIn](#)

[Portfolio](#)

WORK EXPERIENCE

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

Irvine, CA

User Researcher & Development Lead

2020 - Present

AI-Supported Player Moderation Tools

2025 - 2026

Research Lead

- **Led qualitative discovery** for AI-supported moderation features in online games through 5 focus groups (28 participants), assessing player trust, agency, and acceptance
- **Conducted thematic analysis and synthesized findings into design 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

2024 - 2025

Research Lead

- **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

2022 - 2025

User Researcher

- **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 (descriptive and multivariate analysis, SEM) and qualitative (thematic) 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

2023 - 2024

User Researcher and Development Lead

- **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 acceptance and generate insights for future iterations

DoomScroll – Disinformation Literacy Game Mod

2022 - 2024

User Researcher and Development Lead

- **Led the 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, Japan

2018 - 2019

Product Design and Development

- 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 *2025*
- **B.S. in Computer Science**, Eötvös Loránd University, Budapest *2014*

SKILLS

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