

AGNES ROMHANYI

Product & UX Research | Player Experience | Online Safety & Trust

Irvine, CA, (949) 561 2224, gromhnyi@uci.edu, <https://www.linkedin.com/in/agnes-romhanyi/>

SUMMARY

Mixed-methods researcher specializing in player behavior, online safety, and game experience research. Experienced in playtesting, qualitative and quantitative analysis, stakeholder communication, and translating insights into actionable feature directions.

EXPERIENCE

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

Selected Initiatives

AI-Supported Moderation

2025 – 2026

- Led end-to-end qualitative research for AI-assisted moderation concepts through 5 focus groups with multiplayer online game players.
- Identified player needs, trust barriers, and acceptance factors influencing safety feature adoption.
- Delivered actionable recommendations for player-facing safety tools emphasizing transparency, agency, and in-game integration.

Family Safety Infrastructures in Online Games

2024 – 2026

- Led research on family safety experiences across multiplayer online games, evaluating parental controls, social safety, and privacy systems spanning 15 games and 6 publishing platforms.
- Identified product opportunity areas including encouraging parent-child collaboration and healthy player behavior through self-monitoring and impulse-control mechanisms.
- Managed a 7-person research team responsible for data collection, synthesis, and cross-title comparison.

Player Harm, Norms, and Safety Interventions in Multiplayer Games

2022 – 2025

- Designed and executed mixed-methods research, including surveys (600+) and interviews (25+) exploring harmful conduct and safety interventions in multiplayer online games
- Applied statistical analysis and qualitative thematic analysis to identify behavioral patterns and validate hypotheses relevant to moderation and safety design.
- Generated player insights informing safety feature design and moderation strategies.

ShoutingMatch – Safety-Oriented Game Prototype

2023 – 2024

- Led end-to-end development of a game prototype, ShoutingMatch, a voice-controlled fighting game exploring emotional self-regulation through embodied play.
- Planned and facilitated playtests and focus groups with 8 participants to evaluate feature acceptance and usability.
- Synthesized player feedback into iterative feature improvement and design recommendations.
- Managed a cross-functional team of 6 through ideation, prototyping, and iteration.

DoomScroll – Disinformation Literacy Game Mod

2022 – 2024

- Led the iterative development of an educational game prototype addressing disinformation recognition
- Conducted recurring player testing to evaluate usability, engagement, and effectiveness.
- Translated player feedback into prioritized feature requirements for design and engineering

Blueship Co. Ltd. – Okinawa, Japan

Product Design and Development

2018 – 2019

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

SKILLS

User & Product Research: surveys, interviews, focus groups, prototyping, usability testing

Design & Prototyping: Figma, Adobe XD, Unity, Inkscape, Blender

Technical: C#, SQL, JavaScript, HTML/CSS, R

Product & Project Management: Agile/Scrum, roadmapping, Jira, GitHub, Miro, Trello, Backlog

Languages: English (professional working proficiency), German (intermediate), Hungarian (native)

EDUCATION

PhD in Informatics, University of California, Irvine

2026

Thesis title: *Technologies of Social Safety and Moderation in Multiplayer Online Games*

Advisors: Dr. Constance Steinkuehler, Dr. Kurt Squire. GPA: 4.0

MS in Informatics, University of California, Irvine

2025

BS in Computer Science, Eötvös Loránd University, Budapest

2014