

Eshan Hannsraj

UX & Product Designer

Interaction and product designer focused on reducing friction and supporting confident decision-making, designing experiences where clarity drives every choice.

PROJECTS

Fortnite Menu & HUD Redesign — UX/UI Game Optimization (June 2026)

- Introduced a Mode Selection button to the lobby screen, replacing an undiscoverable scroll gesture for new and returning players.
- Redesigned the mode selection menu, added clear visual hierarchy, and a hover interaction surfacing mode summaries, reducing time spent navigating.
- Designed two HUD additions for team play: a persistent builds counter for teammate materials, and a contextual loadout display tied to the player's inventory toggle.

Instagram DM Inbox Redesign — UX/UI App Optimization (March 2026)

- Improved inbox organization by introducing filtering (Unread, Groups, Favorites), helping users quickly navigate and prioritize conversations.
- Designed a swiping micro-interaction for key actions (read/unread, delete), improving efficiency in high-use workflows.
- Refined interactions to handle edge cases like delete confirmation, balancing speed with error prevention.

Metro Vancouver Resource Hub — UX Website Case Study (January 2026)

- Designed a website concept helping residents find food and housing resources quickly, without prior knowledge of the system.
- Structured layouts and service categories to support fast, confident decisions under stress, using availability indicators, filters, and clear calls to action.

GearUp — UX App Case Study (October 2025)

- Designed an app concept helping gamers browse and compare accessories, using progressive disclosure to present product info without overwhelming users.
- Built comparison flows that break a complex, multi-variable decision into a clear, manageable process.

EXPERIENCE

Freelance Game Playtester — PlaytestCloud (2021 - Present)

- Completed usability testing for games and unreleased features, evaluating interaction clarity, navigation, and player experience across diverse titles.
- Identified friction points and provided structured feedback with improvement suggestions, building a strong foundation in game UX evaluation.

Math & English Tutor — Kumon (June 2022 - Present)

- Guided students through step-by-step problem-solving, adjusting explanations based on individual learning needs.
- Identified where students struggled, iterated explanations to improve comprehension and confidence.

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SKILLS

UX Design: interaction design, user flows, wireframing, mockups, prototyping, design systems, components, accessibility-awareness, information architecture, visual hierarchy, spacing, layout, typography, responsive design

UX Research: usability testing, personas, pain points, user journeys, empathy maps

Tools: Figma, Adobe Photoshop, Framer, Notion, Miro, Eraser AI, Claude, Canva, UX Pilot, Squarespace, Vegas Pro, MS Office

EDUCATION & CERTIFICATIONS

The University of British Columbia (graduated May 2025)

BSc Major - Physics

Extended Minor - Psychology

Adjunct - Astronomy

Google UX Design Professional Certificate
(completed January 2026)

LANGUAGES

English & Hindi

INTERESTS

Football (Soccer)/Sports, Singing/Music, Video Editing, Graphic Design, Video Games