

Anne-Elise Chung

INTERACTION DESIGNER

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anne-elise.me
Bay Area, CA

TOOLS & KNOW-HOW

UX Design

Draw.io, Balsamiq,
User flows, User stories

Front-end Development

HTML, CSS, Javascript,
jQuery, Firebase, Git

Adobe CC

Photoshop, Illustrator, InDesign,
Lightroom, Premiere

UX Research

Usabilityhub, Maze,
Google Forms, Invision

Prototyping & Mock-ups

Sketch, Figma

Tech. Design & Rendering

AutoCAD, Rhino, SketchUp,
Revit, V-Ray, Maxwell, Artlantis

WORK EXPERIENCE

DESIGN APPRENTICE | 2017–present

UX/UI Design Apprenticeship at Bloc

Creating project-based and front-end development work under the mentorship of a UX professional.
Generating user surveys and conducting usability interviews.
Crafting brand identities based on market research.
Designing wireframes and mock-ups.
Creating prototypes and iterating based on user testing.

CAD CONSULTANT | 2017–present

WDA (Warner Design Associates)

Creating project assets to help teams speed up workflow.
Creating educational/instructional assets for teams.
Solving CAD related bugs, looking up issues and suggesting the best step forward.
Annotating drawing files and setting up sheet sets.

TECHNICAL DESIGNER | 2015–2017

EDG (Engstrom Design Group)

Coordinating with project team (contractor, client, architect, lighting, and MEP).
Responding to submittals, RFI's and shop drawings.
Drafting & laying out plans, elevations, and details.
Creating renders and preparing presentations.

EDUCATION

DESIGNER TRACK | 2017–present

Bloc

BACHELOR OF ARCHITECTURE | 2010–2015

California Polytechnic State University
San Luis Obispo

EXTRA

VOLUNTEER UX / UI / FRONTEND | 2018–present

Code for San Jose

VOLUNTEER READER | 2018–present

Read Santa Clara