

EDUCATION

UNIVERSITY OF CALIFORNIA, LOS ANGELES

BA, Design Media Arts | Focus: Interactivity | 2016–2020 | GPA: 3.8

RHODE ISLAND SCHOOL OF DESIGN

Summer Graphic Design Intensive | 2018

EXPERIENCE

B-REEL | Design Intern 2020.02–2020.03

- Illustrated location stickers for 2020 Google I/O Conference to present upcoming Maps features. Worked alongside creative directors to pitch voice-UI game concepts for Google.
- Researched and developed interactive visualization using Oculus virtual reality sculpting and motion capture suits.

VERTEBRAE | UI & Web Design Intern 2019.06–2019.08

- Redesigned and built responsive mockups for company's website. Produced video and visual content that highlight Web-AR experience. Worked closely with front-end engineers to implement site layouts.
- Animated 10+ versions of AR icons for a more streamlined user experience.

UCLA INSTITUTE OF TRANSPORTATION | Graphic Designer 2019.04–2020.01

- Created visual identities to promote the 2019 Arrowhead Symposium attended by 180+ transportation policymakers.
- Provided infographics and designs for event flyers, brochures, and socials.

DAILY BRUIN | Layout Designer & Illustrator 2016.09–2019.08

- Designed layouts weekly for editorial spreads. Illustrated 20+ supporting art content ranging from digital painting to vector drawings.

PHOTOGRAPHER | Freelance 2015.09–Present

- Complete photoshoots of portraits, group dances, theatrical performances, and fashion shows in low-light conditions. Retouch in post production.

PROJECTS

INDOOR RECESS AD COMPETITION | Art Director 2020.08

Client: Disney Music Group

- Illustrated assets for out of home, social mockups, and the pitch deck.

HAPPY INDOORS | Experience Designer & Web Developer 2020.08–Present

- Ideate a voice-driven web experience to spread positivity during the 2020 quarantine. Prototype site experience and illustrate vector assets.
- Developed a voice-reactive animation system with p5.js and paper.js.

SHANHAI | 3D Motion Designer 2019–2020

- Modeled a surreal topography, rigged and animated in Cinema 4D. Used over 20 camera angles and movement paths. Composited in After Effects.

SKILLS

TOOLS

Photoshop
Illustrator
InDesign
After Effects
Cinema 4D
Figma
HTML/CSS
Javascript
Unity3D/C#

CONCEPTS

Graphic Design
Web Development
Editorial
Motion Design
UI/UX
3D Modeling
Art Direction
Illustration
Photography

LANGUAGES

Mandarin Chinese
English

AWARDS

EMMA B. KELLER FINE ARTS SCHOLARSHIP 2019

FWA SITE OF THE DAY

Jan 4 2018

CLUBS

UCLA KOREAN CULTURE NIGHT

Graphic Designer 2018–2019

Developed the visual identity for social media promotions, t-shirt, posters, and show booklet for a performance with 1k+ audience.

UCLA CREATIVE LABS

Project Lead 2018

Coordinated a sound-visualizer installation project. Presented creative process in front of 100+ people.

3D Modeler 2017

Collaborated with web developers and modeled 3D fruits for an interactive web music experience. Final site won the FWA Site of the Day.