

Bonnie Chen

I am an **user experience designer** based in Vancouver, Canada with a focus of understanding and addressing human behaviour to make everyday interactions more accessible.

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(778)-323-5060

COMPETENCIES

Skills	Tools
Graphic Design	Illustrator
Interaction Design	Photoshop
User Experience	InDesign
User Research	Premiere Pro
Visual Design	After Effects
Interface Design	Figma
Prototyping	Sketch
Motion Design	Protopie
Video Editing	HTML + CSS

DESIGN EXPERIENCE

ElleHacks Hackathon

January 2021

UX / UI Designer

- Led a team of 4 to develop and deliver a feasible idea within 36 hours for RBC's sponsorship challenge: Rewarding the Environment; awarded 1st place out of 15 teams
- Rapidly generated 20+ sketches, 1 set of wireframes and mock-ups, and created a click-through prototype in Figma to present to 4+ RBC judges

SFU Human Resources' Student Association (HRSA)

*May 2019
- May 2020*

Vice President of Visual Media

- Designed a logo based on the goals and values of the business organization
- Mentored a team of 3 visual media coordinators by providing weekly one-on-one feedback
- Developed a visual identity for a workshop event through consistent design across all promotional materials like posters and banners

EDUCATION

Simon Fraser University

September 2015 - PRESENT

Major: BA Interactive Arts and Technology, Design Concentration
Minor: Business Administration

ACHIEVEMENTS

ElleHacks Hackathon

January 2021

Awarded 1st place among 15 teams in RBC's sponsorship challenge: Rewarding the Environment with RBC Rewards

ACADEMIC PROJECTS

IGA Case Study (Made with Love)

UX/UI Design + Video editing

October 2020

- December 2020

- Co-led a 5-day virtual design sprint in Miro to determine the problem space and explore potential solutions
- Synthesized findings from prescedent studies and secondary user research in Figma to present to the team
- Produced 2 videos using Premiere Pro and After Effects to introduce the problem space and used storytelling to walk through the design intervention

Seattle Design Charrette

November 2016

Finished 2nd place among 10+ teams in a 3-day design challenge