

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

Graphic Design
Interaction Design
User Experience
User Research
Visual Design
Interface Design
Prototyping
Motion Design
Video Editing

Tools

Illustrator
Photoshop
InDesign
Premiere Pro
After Effects
Figma
Sketch
Protopie
HTML + CSS

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

Seattle Design Charrette

November 2016

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

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

ACADEMIC PROJECTS

IGA Case Study (Made with Love)

October 2020

UX/UI Design + Video editing

- December 2020

- Co-led a 5-day virtual design sprint in Miro to determine the problem space and explore potential areas of intervention
- Synthesized findings from precedent 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 utilized storytelling to walk through the design intervention