

# 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.

[www.bonniechen.ca](http://www.bonniechen.ca)  
bhc6@sfu.ca  
(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 solutions
- 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 used storytelling to walk through the design intervention