

Chi Su

UI/UX Designer

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 <https://chisu-design.github.io/UX/>

Experience

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|-------------------|---|--------------------------------------|
| 09/2017 - Present | VR/CG Generalist Schuco USA | New York, NY |
| | <ul style="list-style-type: none">• Responsible for user research, personas, and user journey maps for Virtual Reality application development.• Redefine our brand and explore multiple concepts to elevate our design system.• Collaborate with product manager, programmers, and industrial designers.• Work on animations and interaction designs of UI elements for VR app. | |
| 04/2018 - 11/2018 | UI/UX Designer Efiwe | Telecommute, Edwardsville, IL |
| | <ul style="list-style-type: none">• Established UX design for website developments using an user-centered design approach.• Completed UI redesign from research, wireframes, low fidelity prototype, usability testing to high-fidelity prototype. | |
| 10/2015 - 01-2016 | Freelance Graphic Designer Sany Realty Group | Flushing, NY |
| | <ul style="list-style-type: none">• Designed and developed reusable templates for ads, flyers, and social media content.• Created eye-catching graphics for ads.• Created stunning infographics and slides for high-end real estate listings to boost sales. | |

Education

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|-------------------|--|---------------------|
| 07/2017 - 10/2017 | Monroe Community College UX Design Certificate | New York, NY |
| 07/2017 - 10/2017 | General Assembly Front-End Development Certificate | New York, NY |
| 09/2015 - 05/2017 | School of Visual Arts MFA Computer Art | New York, NY |

Skills

UX Design Skills

Wireframing, prototyping, persona, user journey map, user research, usability testing

Software

Sketch, Axure, Invision, Adobe XD, Adobe Illustrator, Photoshop, Framer X, Unreal Engine 4, Visual Studio Code

Computer Language

HTML5, CSS3, jQuery, Javascript, Bootstrap 4