





# Chi Su

UI/UX Designer

 646-696-5276  
 fortsts@gmail.com

 [linkedin.com/in/chi-su-210b13104](https://www.linkedin.com/in/chi-su-210b13104)  
 <https://chisuvisuals.github.io/UX/>

## Experience

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04/2018 - Present	<b>UI/UX Designer</b> Efiwe <ul style="list-style-type: none"><li>Established UX design for website developments using a user-centered design approach.</li><li>Complete UI redesign from research, wireframes, low fidelity prototype, usability testing to high fidelity prototype.</li></ul>	Remote
09/2017 - Present	<b>VR/CG Designer</b> Schuco USA <ul style="list-style-type: none"><li>Responsible for user research, personas, and user journey maps for Virtual Reality application development.</li><li>Redefine our brand and explore multiple concepts to elevate our design system.</li><li>Collaborate with product manager, programmers, industrial designers.</li><li>Work on animation and interaction design of UI elements for VR app.</li></ul>	New York, NY
10/2015 - 01-2016	<b>Freelance Graphic Designer</b> Sany Realty Group <ul style="list-style-type: none"><li>Designed and developed reusable templates for ads, flyers, and social media content.</li><li>Created eye-catching graphic for ads.</li><li>Designed info graphic and slides for high-end real estate listing presentation.</li></ul>	Flushing, NY

## Education

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

## Skills

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### 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