

CHI SU

UI/UX Designer

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

Summary

UI/UX Designer with three years of experience in Virtual Reality application development. Strong research and development skill. Proficient in standard industry UI design software. Knowledge of HTML5, CSS3, and JavaScript.

Experience

UX Designer/Researcher

06/2019 - present

NBC Universal (Contract) / New York, NY

- Improve the core experience of an online ordering system for movies and TV shows, from product discovery and strategic planning to launching.
- Communicate with engineering team to define design feasibility and tech constraints; clearly documented user flows, prototypes, and assets.
- Create aesthetic and user-friendly web application by incorporating data, UX, and content strategy.

UI/UX Designer

09/2017 – 05/2019

Schuco USA / New York, NY

- Responsible for UX research, personas, and user journey for VR and desktop app development.
- Redefine our brand and train team members to elevate our UX design system.
- Build functional prototypes and obtain more funds from investors by showcasing it.

Volunteer UI/UX Designer

04/2018 – 11/2018

Efiwe / Telecommute, Edwardsville, IL

- Built an intuitive dashboard for volunteers and librarians to work together.
- 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.

Projects

GreenIt

11/2018 - present

UI/UX Design

- Build an E-commerce website from scratch.
- Collaborating and co-developing with a full stack developer.
- Use modern web development tools to build the website for mobile and desktop.

Foodshare

07/2017 – 11/2017

UI/UX Design

- Took lead as an UI/UX designer for Foodshare mobile/tablet application for iOS and Android.
- Ensured the app fits the users' needs by collecting quantitative data, doing interviews with potential users, creating personas and user journey maps.

Skills

UX Design Skills

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

Software

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

Computer language

HTML5, CSS3, jQuery, JavaScript, Bootstrap 4

Education

MFA Computer Art

09/2015 - 05/2017

School of Visual Arts / New York, NY

Front-End Development Certificate

07/2017 - 10/2017

General Assembly / New York, NY