



Constance Chen

UI Developer

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Programs



Languages



Browser Standards



Other Skills & Tech



Experience

Front-End Web Developer

2014 - present

Tidal Labs

At Tidal, I develop website user interfaces that capture the designer's vision, while also making crucial responsive and UX choices. I'm steadily gaining experience in feature development and product ownership.

2D Game Art Intern

2014 - 2014

PlayMoolah

I wore many hats in this fast-paced internship, from character design to UI assets, graphic design to Flash animation and video editing. I tackled an incredible variety of challenges all while meeting urgent deadlines.

Graphic Designer

2012 - 2014

Freelance

I created branding and design products such as logos, T-shirts, and book covers. I emphasized consistent communication with my clients while self-directing my own deadlines to ensure client satisfaction.

UI Design Intern

2012 - 2013

Jive Software

At Jive, I produced digital and print assets and web design mocks while assisting the user interface and marketing teams. I also gained immensely valuable experience on teams that utilized sprints.

Education

B.F.A. in Digital Art and Animation

2009 - 2014

DigiPen Institute of Technology

Honors

Startup Weekend Bellevue

2014

First Place, Visual/UI Developer

Tokyo Game Show

2012

Sense of Wonder Night Winner

DigiPen Game Awards

Best 2D Visual Design

DigiPen PAX Showcase

PAX Prime, Seattle, 75,000 attendees

Graphic & Web Design I-II

2009

Preferred Graduate & National Technical Honor Society