



Susan Lin

bysusanlin.com
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I believe great experiences
are created from those who
know the medium:

Paper sketches,
UX flows,
UI mock-ups,
Front-end code

Skills

HTML & CSS
OOCSS
Sass
jQuery
Git

Photoshop
Illustrator
InDesign
InVision

Sketching
Sketchnoting
Illustration
Painting

Product Designer – Treehouse Remote

End-to-end design on B2B products, consumer products, and internal tools. Illustrations for landing pages, course assets, and iconography. Wrote front-end code and participated in the deployment process. Contributed articles for the engineering team's blog. Jul '15 – Aug '16

Public Speaker & Visual Notetaker

Presented professional & personal work highlighting the value of combining technical and creative skills. Advocate for design systems. **Paid sketchnoter** hired to sketchnote conferences such as Smashing Conf, Clarity Conf, and AlterConf. Featured in event write-ups.

Carnegie Mellon University Pittsburgh, PA

Masters in Human-Computer Interaction (MHCI). Jan '11 – Aug '11
Bachelors in Information Systems & Fine Art, additional major in Human-Computer Interaction. Graduated a semester early. Aug '07 – Dec '10

Senior Experience Designer – OpenTable San Francisco, CA

End-to-end design on restaurant facing products. Lead cross-platform design (iOS, web, mobile web) on the reservation timeline as well as the web floorplan management beta. Nov '14 – Jun '15

Senior Visual UX Designer – Trulia San Francisco, CA

End-to-end design of consumer products. Lead UX efforts on Search redesign, Recommended Homes, Android app, and Rental products. **Maintained and built style guide** in Object Oriented CSS (OOCSS). Promoted July '13. June '12 – Jan '14

Freelance Designer – bysusanlin San Francisco, CA

Design & Illustrations for clients including Beyond Pricing (brand, web), Blippy (iOS), and individuals. Jan '14 – Nov '14

UI Designer – Vast.com San Francisco, CA

Interface designs for automotive search. Notable clients included Yahoo!, AOL, Bing, Everycarlisted, & Kelley Blue Book. Sept '11 – Mar '12

Project Design Lead – Eaton Corporation Pittsburgh, PA

Mobile experience design which assists in monitoring and reducing energy consumption. Team created 8 prototypes in 3 months. Jan '11 – Aug '11

UX Design Intern – LinkedIn Mountain View, CA

Web experience designs of homepage concepts and ads previewer created based on user observations. Summer '10

Media Design Intern – NASA Goddard, MD

Print & Game designs supporting the Webb Telescope's educational materials. Illustrated art for 2 games which were featured on Wired.com & in the Hubble Telescope traveling museum exhibit. Print designs were featured on the set of The Big Bang Theory. Summer '09