



Susan Lin

bysusanlin.com

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I believe great designs
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

Sketching
Illustration
Painting



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 For Rent products.

Maintained and built style guide in Object Oriented CSS (OOCSS).

Promoted July '13. June '12 – Jan '14

trulia.com/CA/San_Francisco



Public Speaker & Visual Notetaker

Presented 'Speaking the Code' for IxDA SF highlighting the case for coding designers and the value of creating component libraries.

Presented 'Process is Ugly' for Thoughtbot's product design series.

Sketchnoting for 2 years. Featured on The Sketchnote Army.

sketch.bysusanlin.com



Carnegie Mellon University 2011 Pittsburgh, PA

Masters of Human-Computer Interaction graduate. Aug '11

Bachelor of Humanities & Arts graduate in Information Systems & Art with a Double Major in Human-Computer Interaction. Dec '10

Freelance Designer – bysusanlin San Francisco, CA

Design & Illustrations for clients. Most recently designed for Beyond Pricing (brand, web), Blippy (iOS), and illustrated Jon Bell's presentation 'Designing While Shipping' deck. Present

dribbble.com/bysusanlin

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 an 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

Game Artist & Designer – Raincat Pittsburgh, PA

2D puzzle game featuring a wiggly tailed cat. Launched a site for the game which has ~15,000 unique visits since Sept '09. Spring '08

raincat.bysusanlin.com