



Susan Lin

bysusanlin.com

bysusanlin@gmail.com

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

Designer – Treehouse San Francisco, CA

End-to-end design on course assets and special projects.

Contributing to the styleguide. Jul '15 – Present

Public Speaker & Visual Notetaker

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

Additional speaking experience for public, private, and virtual events.

Sketchnoting for 3 years. Hired to sketchnote conferences.

Featured in blog posts and event write-ups.

Carnegie Mellon University Pittsburgh, PA

Masters in Human-Computer Interaction. Jan '11 – Aug '11

Bachelors in Information Systems & Fine Art, additional major in Human-
Computer Interaction. Graduated 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), 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