



## Susan Lin

bysusanlin.com  
bysusanlin@gmail.com

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

## Also

I run a side business as  
a watercolorist where I  
sell prints, take personal  
commissions, and have  
experience managing a  
small business.

## 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

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## Senior Experience Designer – OpenTable San Francisco, CA

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

## 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