Susan Lin

bysusanlin.com
bysusanlin@gmail.com

Skills

HTML
CSS
Sass
jQuery
Git
Styleguides

Photoshop
Illustrator
InDesign
InVision

Sketching
Sketchnoting
Illustration
Painting

Interviews

Our Origins — Susan Lin, Product Designer and Artist 2016

Design Details Podcast — 86: Adult Recess feat. Susan Lin 2015

HelloFlo Blog — Susan Lin Proves You Can Pursue Design and Coding at the Same Time 2015

The Set-up — What do people use to get stuff done? 2015

Also

I am a practicing painter who sells prints, takes personal commissions, and has experience managing a small business.

Product Designer – Automattic   Remote

End-to-end design on mobile native apps. Currently working on the mobile media experience and introducing a design process. 2016 – Now

Public Speaker & Sketchnoter

Presented professional & personal work showing the value of combining technical & creative abilities with systems based thinking. Talks given at IXDA, WaffleJS, and Thoughtbot meet-ups. 2012 – Now

Paid visual notetaker hired to sketchnote conferences. Clients include Smashing Conf, Clarity Conf, and AlterConf. Sketches featured in books, podcasts, and event write-ups. 2012 – Now

Carnegie Mellon University   Pittsburgh, PA

MHCI Masters in Human-Computer Interaction. 2011

BHA Interdisciplinary Bachelors of Humanities & Art in Fine Art and Information Systems, additional major in Human Computer Interaction. Graduated a semester early. 2007 – 2010

Product Designer – Treehouse   Remote

End-to-end design on B2B, consumer, and internal products. Wrote front-end code and participated in the deployment process. Contributed articles for the engineering team's blog. 2015 – 2016

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. 2014 – 2015

Senior Visual UX Designer – Trulia   San Francisco, CA

End-to-end design of consumer products. Lead design on Search, Recommended Homes, Android app, and Rental products. 2012 – 2014

Maintained and built style guide in Sass using Object Oriented CSS (OOCSS) on core design systems team. 2013 – 2014

UI Designer – Vast.com   San Francisco, CA

Interface designs for automotive search. Notable clients included Yahoo!, AOL, Bing, Everycarlisted, & Kelley Blue Book. 2011 – 2012

Project Design Lead – Eaton Corporation   Pittsburgh, PA

Mobile experience design which assisted in monitoring and reducing energy consumption. Team created 8 prototypes in 3 months. 2011

UX Design Intern – LinkedIn   Mountain View, CA

Web experience designs of homepage concepts and ads previewer created based on user research observations. 2010

Media Design Intern – NASA   Goddard, MD

Print & Game designs supporting the James 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. 2008 – 2010