



Susan Lin

bysusanlin.com
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Skills

HTML
CSS
Sass
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

Freelance Illustrator & Design Intern – NASA Greenbelt, 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