



## Susan Lin

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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

### Designer – Treehouse San Francisco, CA

**End-to-end design** on course assets and specialized 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

Graduated early with the Bachelors in Information Systems & Fine Art, additional major in Human-Computer Interaction. 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 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 For Rent 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 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