Will Chung

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Education

**University of Arizona** 

UI/UX Bootcamp 2020 - Present

**Arizona State University** 

Architecture 2017 - 2020

**Projects** 

Adobe Art and Soul Design Challenge

Role: Lead Designer Duration: 1 week Winter 2020
Tools: Adobe XD, Photoshop, Illustrator, InVision Competition

**Adobe**, **Disney**, and **Pixar** held a design challenge to create an Album Cover for the new movie "Soul".

- Applied the design process by researching, refining, and iterating
- Created a visual identity, with color, typography and illustrations
- Created high fidelity mock-ups for presentation

## Make Room Mobile App Design

Role: Lead Designer Duration: 1 week Fall 2020
Tools: Figma, InVision, Zoom, G-Suite Co-Curricular

**Summer 2020** 

Professional

Design Project for everyday problems. Our team chose a room organizing app where users can measure and arrange room items to visualize a floor plan before physically moving them.

- Defined a target group through research
- Created a shape-builder system where the room and its contents can be shaped, and edited
- Created usable high-fidelity prototypes
- Tested and made a final Presentation Prototype

## The Street Boba Cafe Menu ReDesign

Role: Lead Designer Duration: 1 month Tools: Figma, Illustrator, Photoshop

Was asked to create a whole new menu with a focus on integrating an ordering system. Orders and customers were falling off due to the confusing layout of the previous menu.

- Researched menu styles for high volume menus
- Applied a system of ordering in to the menu that was informative
- Created a visual language that can be used on all products through typography, icons, and color
- Printed full size menus, foldable small menus and Digital

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Skills

Tools

Figma

UI Graphics

Adobe CC

Illustrations

InVision

User Interviews

Usability Testing

User Personas

Prototyping

Idea Synthesis