



JACKIE
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CHUI

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SKILLS

USER EXPERIENCE

User Testing, Wireframing,
Fast Prototyping, Interaction
Design, Personas, User
Research, Information
Architecture

GRAPHICS / MEDIA

Illustrator, Photoshop, After
Effects, Premiere Pro, Final
Cut Pro, Axure, Microsoft
Suite

CODING

HTML/CSS, Javascript,
Unity / Processing (Java
SDK)

MODELING

Foam / Paper Prototyping,
Maya, 3DS Max, Solidworks,
Sketchup

EDUCATION

Simon Fraser University
School of Interactive Arts
and Technology

B.Sc Design

Sep 2011 - Jun 2016

INTERESTS

- Playing and discovering
unique gaming concept and
mechanics.

- Reading about new
innovation and technology

HEY THERE!

I am always looking for new opportunities and highly motivated to bring cool / elegant ideas into the world. I am an aspiring experience designer based in Vancouver BC with great passion in the realms of user experience/interface, technology, and games!

EXPERIENCE

Bing Han

Apr 2016 - Present

Graphic & Digital Marketing Designer

- Created promotional content (Posters, Cards, T-Shirts, Etc) for the company.
- Maintained their social media and designed their new website.

Shield X Technology

Sep 2015 - Jan 2016

Web Developer / Video Team Coordinator

- Designed and maintained the company's website and added / created new content when necessary.
- Coordinated a small team to create interview/videos about their products and services.
- Reinforced my knowledge of HTML/CSS/Javascript. Created a product video which pleased our client and his co-workers.

PROJECTS

Rediscover Indigo

Mar 2015 - Apr 2015

UX/UI

- A platform that allow authors to showcase unpublished work and for readers to discover and bring them to the market.
- Led the ideation and creation of the project including the interaction and user experience of the platform.
- Created motion graphics of the UI with Aftereffects and Premiere Pro.

Maserati Service

Feb 2015 - Mar 2015

UX/UI

- An application designed for young Maserati owners (ages 25-40), which allows them to experience personalized luxury post-sales service, to increase brand loyalty and result in future return purchases and sustainable business growth.
- Participated in the ideation process and created the interactions of the interface, motion graphics along with the editing and filming of the video.

Nautical Cats

Nov 2014 - Dec 2014

Game Design

- A 2-D PVP capture the fish game. The essential idea behind the game is for players to collect more fish than their opponent before the time runs out.
- Designed the mechanics of the game along with the characters, the maps, and also performed various user tests.
- Created an early prototype and did all the animations in the game.
- Achieved 3rd place and the People's Choice Award (popularity) in the school showcase.

OTHER WORK

McDonalds

May 2013 - Aug 2015

Crew Member