

LINDA HUANG

Graphic and Web Designer

lindaicing.com | lindathehuang@gmail.com

SKILLS

Adobe Photoshop
Adobe Illustrator
Adobe InDesign
Adobe AfterEffects
Adobe XD
HTML5/ CSS3
Javascript
Processing Programming

AWARDS

Dean's Honor List

Jan 2017 - Jun 2017,
Aug 2018 - Mar 2019

Distinguished Record
of Academic Success

Undergraduate Research Certificate

Apr 2019

Research Scholar for
Outstanding Academic
Achievement

Department Citation

Jun 2019

High academic and creative
achievement in the Design
Department

Outstanding Performance Citation

Jun 2019

High academic and creative
achievement, and service to
the Design Department

EDUCATION

Bachelor of Arts in Design

Sep 2016 - Dec 2019

University of California, Davis

Major in Design, Minor in Psychology, Minor in Communications

EXPERIENCE

Web Designer

Nov 2019 - Jan 2020

UC Davis D-Lab – Davis, CA

Redesigned the Program for International Energy Technologies (PIET at UC Davis)

Website using the visual identity of UC Davis's content management system Sitefarm.

Created layouts within sitefarm and organized pages. Translated, proofread, and updated information from older site onto the new site. Uploaded course content and descriptions for the D-Lab. Developed marketing materials.

Design Lead

May 2019 - Jan 2020

Hard Tech Fund – Davis, CA

Designed and programmed website for the Hard Tech Fund, an organization that provides assistance and funding for hardware projects involving sustainability. Worked with backend web developers to create a donation page for the Blockchain Acceleration Foundation (BAF). Designed graphics, flyers, posters, and Google Presentation layouts for events. Assisted with Demo Day launch, where project groups pitch their products to interested investors in San Francisco. Planned goals and direction of the Hard Tech Fund with other leads.

iGEM Designer

Jul 2018 – Nov 2018

Project Cenozoic – Davis, CA

Designed layout of website, marketing materials, logo of project, and alternative logos for future UC Davis International Genetically Engineered Machine (iGEM) bioengineering teams. Worked with the team to develop the appropriate brand standard for web pages, illustrator graphics, and presentation poster.

Project BLOOM Projections Lead

Mar 2018 - Nov 2018

University of California, Davis – Davis, CA

Integrated audience motion interaction in exhibit with the Processing programming language, and created a generative circular branching projection, representing the natural materials used in the furniture. Prototyped and developed a modular, 97% biodegradable, and sustainable furniture, lighting, and facade with team members. Researched and experimented with the growth of biomaterials such as Mycelium and Kombucha. Presented at the Sculptural Objects and Functional Art & Design (SOFA) Competition in Chicago.