

LINDA HUANG

Web and Graphic Designer

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SKILLS

Visual and Prototyping

Adobe Photoshop, Illustrator InDesign, AfterEffects, Adobe XD, Sketch

Programming

HTML5, CSS3, Javascript, JQuery, React Processing Programming

AWARDS

Best UI/UX Hack — SacHacks

Feb 2020

Best selected UI/UX project

Dean's Honor List — UC Davis

Aug 2018 - Mar 2019 Jan 2017 - Jun 2017

Distinguished Academic Success

Undergraduate Research — UC Davis

Apr 2019

Research Scholar certificate for Outstanding Academic Achievement

Department Citation — UC Davis Design Dept

Jun 2019

High academic and creative achievement in the Design Department

Outstanding Performance

Citation — UC Davis Design Dept

Jun 2019

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

Honorable Mention — SacHacks

Nov 2018

Honorable donation site project mention from Electronic Arts

EDUCATION

Bachelor of Arts in Design

Sep 2016 - Dec 2019

University of California, Davis

Major in Design, Minor in Psychology, Minor in Communication

EXPERIENCE

Design Lead

May 2019 - Apr 2020

Hard Tech Fund (Nonprofit) – 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 Presentations for events. Assisted with Demo Day launch, in which student groups pitch their products to interested investors in San Francisco. Planned goals and direction of the Hard Tech Fund with other leads.

Web Designer and Content Manager

Nov 2019 - Apr 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 new site. Uploaded course content and descriptions. Developed marketing materials.

iGEM Designer

Jul 2018 – Nov 2018

Project Cenozoic – Davis, CA

Designed 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 with exhibit using the Processing programming language. 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.