

ASLANTA CHEN

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11297 CALLE DARIO, SAN DIEGO, CA 92126

UI/UX DESIGNER

GAME DESIGNER

ARTIST



SKILLS

UX DESIGN / PROTOTYPING:

Figma, Adobe XD, Sony's proprietary UI toolset

ART / UI DESIGN:

Photoshop, Illustrator, After Effects, Premiere, InDesign, SAI, Aesprite

PROGRAMMING:

Basic Python, HTML, CSS

PROJECT MANAGEMENT:

Agile, Scrum

LANGUAGES:

English (fluent),
Mandarin (native),
Japanese (intermediate)



EDUCATION

Northeastern University
BFA in Game Design
August 2016 – May 2020

GPA: 3.82

MINOR:

Interaction Design

HONORS & AWARDS:

Dean's Scholarship
Dean's List
Graduated with High Honor

WORK EXPERIENCE

PLAYSTATION — MLB THE SHOW

UX Designer

01/2022 – Present

- Work closely with other designers, artists, engineers, researchers, and producers to create wireframes, user-flows, and interfaces
- Design logic, layout, and flow of the user interfaces based on information architecture and accessibility principles
- Conceive transitions and animated effects to enhance gameplay experience
- Write detailed specifications for UI implementation
- Actively manage and prioritize work to deliver designs in a timely manner
- Help develop best practices, workflows and pipelines within the UI team

UI Technical Designer

07/2021 – 01/2022

- Implemented, iterated, maintained, tested, and optimized UI screens and templates in game using Sony's events-based UI toolset
- Presented data contracts and implementation breakdowns in cross-team meetings
- Ensured the technical consistency and integrity of UI assets
- Balanced between optimal aesthetics and the technical constraints of the engine
- Provided ideas and feedback in the development of the UI toolset

UI Artist

05 – 12/2018, 05 – 11/2019, 08/2020 – 07/2021

- Used Photoshop and Figma to design and create highly polished screen mocks that were visually appealing, intuitive, and effective
- Applied and maintained a consistent artistic standard for the interface system and respected brand guidelines
- Helped create annual style guides and selected preset colors and typefaces for UI
- Designed, iterated, and produced hundreds of in-game icons and textures
- Created Live assets such as card art to support the most revenue-generating mode in game

INDIE PROJECT — STRUGGLING DREAMS

05/2017 – 04/2018

Artist, Game Designer, Tester

- Designed all in-game assets, including UI, character art, and environment art
- Winner of Art, Politics and Games 2017. Showcased at A MAZE. Berlin 2018

PAIDIA STUDIOS — WHO IS R.MUTT?

03/2017 – 04/2019

UI/UX Design Lead, Project Manager

- Designed all UI/UX in game. Showcased at Museums and the Web 2019

INDIE PROJECT — BEAUTY OF POPPIES

03/2017 – 08/2019

Project Manager, Artist

- Organized and led a team of eight through weekly deadlines