

CELESTE PANG

user experience designer

<http://www.pixeltheory.cc>

hello@pixeltheory.cc

310 954 7750

eager, friendly, and
all around cool person.

WORK EXPERIENCE

Beachhead Studio (2012-2014)

Senior User Experience Designer

Design **comprehensive mobile and web services** that enhance the value of the Call of Duty franchise.

Produce wireframes and visual designs for **second screen interfaces, social networking, and video content** on mobile, tablet, and web spaces.

Work in a **scrum environment** with producers, developers, and other designers.

Provide leadership when designing new features and supporting the production teams when needed.

Nokia (2012)

Junior Interaction Designer

Understand **best design practices** for site elements and apply understanding to create usable interfaces.

Design user journey flows that encompass all possible use cases of interaction with different site elements.

Connect with other departments all over the world to gather content and build the web site.

Crispin Porter + Bogusky (2011)

Experience Design Intern

Conduct research to **identify current market trends** and provide clients with **competitive insight**.

Create wireframes that communicate what a user's experience will be on a website, mobile app, etc.

Brainstorm and design experience ecosystems that help team members create a more unified design idea.

TECHNICAL SKILLS

expert

Photoshop

Illustrator

InDesign

Premiere Pro

XHTML & CSS

Microsoft Word

Microsoft Excel

working knowledge

After Effects

Flash

Final Cut Pro

Java

PHP

EDUCATION

Simon Fraser University
(2006 - 2011)

Bachelor of Science in
Faculty of
Communication,
Art, and Technology in the
School of Interactive Arts
and Technology

REFERENCES

available on LinkedIn.

print/phone refer-
ences available on
request.