

PERRY WONG COSTA

PRODUCTION & INTERACTION DESIGN

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EDUCATION

University Of California, Davis

Interactive Design College Of Letters & Sciences 2018

Parsons New School

Graphic & Digital Design 2017

EMPLOYMENT

Quid Inc., Marketing Designer, San Francisco, CA

Jul 2017 - Sep 2017

Developed visual content alongside the cutting edge data analytics and AI platform using Adobe Creative Suite.

Lucasfilm Entertainment, Information Systems Intern, San Francisco, CA

2016 - 2017, Jun 2016 - Sep 2016

Filled in on a cross-functional team assessing and optimizing company workflow while developing robust web and iOS applications alongside a team with a focus on product usability.

#include, Chief Of Design, Vice President, Davis, CA

2016 - Current, Feb 2016 - Current

In charge of an AGILE team of developers that focus on creating individually tailored web and iOS applications for fellow nonprofit organizations. Also head of branding and design research, strategy and interaction design regarding user experience frameworks.

Girls Who Code, Undergraduate Faculty, San Francisco, CA

2012 - 2015, Jan 2012 - Mar 2015

On consulting board for Bay Area undergraduate students that took part in organizing and leading local community events within selected school districts. Worked on digital branding concepts as well as hosting all-girls, design and coding workshops.

John Natsoulas Gallery, Exhibition Design Intern, Davis, CA

2014 - 2015, Aug 2014 - Apr 2015

Creative strategist in charge of working alongside artists to design exhibit layouts using InDesign and Photoshop as well as assemble exhibits for gallery openings including technical exhibitions utilizing Arduino and Processing.

BLINK Global Livestream, UI/UX Designer, Project Manager, Sacramento, CA

Jan 2014 - Dec 2014

Prepared interface and interaction wireframe prototypes, and focused on driving user research and synthesis in an AGILE team while creating unique user interactions and interfaces based around an iOS China-based global live streaming application.

Newton's Software, Project Manager, San Francisco, CA

2013 - 2015, Sep 2013 - Dec 2015

Consultant and project manager for team of developers and designers focusing on website redesigns and project strategy for large-scale companies.

SKILLS

PROGRAMMING: JavaScript, CSS3, HTML5, Python, React Native, C

DESIGN: InVision, Axure, Adobe Creative Suite (Illustrator, Photoshop, AfterEffects, DreamWeaver, Premiere), Arduino, SketchUp, Rhino 3D, Maya, Blender, 3DS Max, Final Cut Pro

PROJECTS

HackDavis, Head of Design

Jan 2017 - Current

AWARDS

1st Place Exhibition (Storytelling), Button & Hook Gallery

Jan 2016

Competed in a local exhibition revolving around stories of diversity in the Bay Area community, was awarded 1st place for an interactive storytelling exhibit on growing up as a child of the LGBTQIA community.

Best Use Of ARCGis Platform, HackDavis, ARCGis

Jan 2017

Monetary award for developing an interactive map platform showing water use in buildings located on the UC Davis campus.

Best Storytelling, Davis Film Festival

Aug 2014

Awarded a recognition piece for a film on the ambiguity and social constructs of race specifically in college environments and modern society.

Honor Of the Year (Junior Women In Design) Recognition, Ruth June Design Foundation

May 2013

Gave a speech and was recognized for various community-oriented, human-centered design projects led by Daughters Of Paradise.

The 2013 Young Founders Award, Young Women In Tech

Nov 2013

A monetary award for leading Girl Code Academy and Daughters Of Paradise in forward thinking and providing resources for young girls with interest in Computer Science.

VOLUNTEERING

Pioneer Elementary School, Volunteer Mathematics Teacher, Davis, CA

Jan 2015 - Current

Kindergarten mathematics and science classroom teacher in charge of leading engaging activities and ensuring base-level understanding of simple math and science concepts in preparation for 1st grade curriculum.