PERRY WONG COSTA
PRODUCTION & INTERACTION DESIGN

CONTACT

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EDUCATION

2018 — University Of California, Davis
Interactive Design College Of Letters & Sciences

2017 — Parsons New School
Graphic & Digital Design

EMPLOYMENT

Quid Inc.
Marketing Designer
San Francisco, CA — Jul 2017 to Current
Developing visual content and strategy for a VC backed startup alongside a cutting edge big data machine learning and AI platform utilizing Adobe Creative Suite software to promote brand development.

Lucasfilm Entertainment
Information Systems Intern
San Francisco, CA — 2016 to 2017, Jun 2016 to 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.

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Chief Of Design, Vice President
Davis, CA — 2016 to Current, Feb 2016 to 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 to 2015, Jan 2012 to 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 to 2015, Aug 2014 to 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 to 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 to 2015, Sep 2013 to Dec 2015
Consultant and project manager for team of developers and designers focusing on website redesigns and project strategy for large-scale companies.

PROJECTS

HackDavis, Head of Design — Jan 2017 to Current

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

AWARDS

HackDavis, ARCGis · Best Use Of ARCGis Platform — Jan 2017
Monetary award for developing an interactive map platform showing water use in buildings located on the UC Davis campus.

Ruth June Design Foundation Junior Women In Design Honor — May 2013
Gave a speech and was recognized for various community-oriented, human-centered design projects led by Daughters Of Paradise.

Young Women In Tech · The 2013 Young Founders Award — 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 — Current
Davis, CA
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.