

SAMANTHA SU

Experience Designer

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(314) 662-5788

EXPERIENCE

Electronic Arts — UX/UI Designer (Contract)

July 2021 - Present | Remote

- Designed and improved interfaces for the team's internal system tools, using user feedback and research.
- Supporting multiple teams with user flows, wireframes, prototypes and visual mocks to meet user requirements.
- Collaborates with engineers, game designers and experience designers.

Masonite — UX Designer Intern

June 2021 - July 2021 | Tampa, FL

Assisted in designing and transitioning the product site from shopify. Responsible for organizing and improving design kits to keep consistency throughout all product sites.

YANTRAedu — UI/UX Designer

September 2020 - June 2021 | Remote

Developed experiences for students learning from a flipped classroom style of teaching.

- Used both quantitative and qualitative data to solve problems.
- Built collaborative relationships with cross-functional team.

ELX Lab — Undergraduate Researcher

October 2019 - May 2020 | Gainesville, FL

Conducted studies to understand how users respond to different methods of learning artificial intelligence. Performed user research, and provided low- and hi- fidelity prototypes.

PROJECTS

The Dish — UI/UX Designer

March 2021 | Catalyst 2021 Designathon Honorable Mention

Designed a health application for college students for the Catalyst 2021 Hackathon, and won honorable mentions.

Passionfruit — UI/UX Designer

December 2020 - February 2021

Led UX team to design an inclusive music community for all skill levels.

EDUCATION

University of Florida

2017 - May 2021

BS, Computer Science

SKILLS

Design

Low & High-fi Prototypes

Sketching

User Flow

Wireframing

Interaction Design

Storyboarding

Presentation Design

Research

User Interviews

User Personas

User Scenarios

Usability Testing

Task Analysis

Development

HTML/CSS

C++

JAVA

JavaScript REACT

Languages

Cantonese Chinese

Mandarin Chinese