

Teresa Pho

Portfolio (Click Works for projects and Misc for Design in Other Mediums)

<https://teresapho5.github.io/designportfolio/Portfolio.html>

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Education

B.A. in Integrative Biology
& Design Innovation

May 2020, University of California, Berkeley

Languages

Python

C#

Numpy (Python)

HTML/CSS/Javascript

SQL, Scheme

Native English

Conversational Spanish

Softwares

Adobe AfterEffects

Adobe Photoshop

Adobe Illustrator

Adobe InDesign

Adobe Premiere Pro

Adobe Lightroom

Adobe XD

Unity

Autodesk Maya

Pixar RenderMan

Autodesk Inventor

Jupyter

Skills

UI/UX Design

Visual Design

User Research & Testing

User & Task Flows

Storyboarding & Wireframing

Prototyping & Sketching

Videography & Motion Graphics & VR

Branding & Identity

Web Design & Development

Leadership

Led **data science workshop** for female students of K-8 in collaboration with **Oath and ProjectCS Girls**.

Extracurriculars

Project Vision &

UCSF Director of Vision Education

Pre-Health Decal Instructor

Berkeley Free Clinic Graphic Designer

Cell Culture Facility Lab Assistant

Experience

AR/VR Developer

VR@Berkeley & School of Information | Berkeley, CA

February 2019 - Present

- ◆ Developing **sonified environment** for **visually-impaired** using **3D meshing**, **location manipulation**, **semantic cues**, and **box-casting** techniques in VR headset using **C# and Unity**. <https://eyes-for-the-blind.firebaseio.com/>

User Experience Designer & (VR) Developer for Immersive Realities

Virtual Reality at Berkeley | Berkeley, CA

August 2018 - Present

- ◆ Developed **models**, **animations**, immersive stories, and **story-telling** content (VR) that brings astronomy education for the Immersive Realities team via **Maya**, **Pixar Renderman**, and **Unity**

User Experience & Motion Graphics Designer

SkyDeck | Berkeley, CA

September 2018 - Present

- ◆ Currently creating **motion graphics**, **app prototypes**, **low and high fidelities**, and **graphic/product designs for Pinpoint Science**, a bioelectronic diagnostics startup, in the SkyDeck portfolio using Adobe XD and Adobe Photoshop

User Experience & Graphic Designer; Instructor for VR

Bit by Bit | Berkeley, CA

October 2018 - Present

- ◆ **Teaches** low-income kids in the bay area how to turn their **drawings into VR using HTML and Aframe** at LinkedIn HQ and Unity HQ. We are **partnered with Airbnb Experience** to carry out these computer science lessons online
- ◆ **Designs** fliers, banners, and web upload application using **Adobe Photoshop**, **Adobe XD**, and **Adobe Illustrator**. The web upload application is designed to enable intuitive uploading and display of drawings for the gallery.

Projects

HackMentalHealth [UCSF Hackathon] | San Francisco, CA

Designed a **data analytic and monitoring tool**, called **eGuardian**, that **collects data on the usage of mobile applications** on childrens' electronic devices, **alerts parents**, and displays them on a **distribution graph** that **compares the average usage of normal users to their children's usage** of which **prompts conversation** and further steps with their children on their **mental health and loneliness**.

Airbnb Experience Web Redesign | Berkeley, CA

Redesigned Airbnb Experience's webpages to improve **utility of idle features** and incorporate new tools (**planner**) for improved daily use of platform as well as better **intuitive navigation for expanded audience (disabled and abled)** through site.

+Acumen and IDEO Human-Centered Design Project | San Francisco, CA

Developed a low-fidelity, mid-fidelity, and prototype **mobile application design** on how to improve **inclusiveness for disabled people** in the workforce