

Emma Sun

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Portfolio: <https://tianyisunn.github.io/website>

SUMMARY

I'm currently an Interactive Digital Media MSc student in TCD. With a Product Design foundation, I focus on UX research and interaction design.

I'm also equipped with ability to plan and iterate prototypes (HTML/CSS/JavaScript) with usability testing and evidence-based improvements to user flows and content clarity.

EDUCATION

M.Sc. Interactive Digital Media | Trinity College Dublin | 2025 – 2026(Expected)

B.A. Product Design – (Furniture & Interior) (GPA: 87.9 top 10%) | Sichuan Agricultural University | 2021 – 2025

EXPERIENCE

Trinity College Dublin | MSc Interactive Digital Media – Coursework Projects (2025 – Present)

- Produced multimedia coursework deliverables (video, web, and audio) with clear narratives and consistent presentation.
- Built an interactive project webpage using HTML/CSS/JavaScript to showcase outcomes and media assets in a structured format.
- Ran quick usability checks with peers and iterated information architecture and UI clarity based on feedback.
- Collaborated in a 3-person cross-disciplinary team, coordinating assets and integrating visual, sound, and web components into one submission.

Self-initiated Multimedia Project | Content Producer (2021 – Present)

- Built and managed bilingual short-form video channel from 0 → 10 K views within 2 weeks.
- Produced 50 + videos; single-post peak views 300 K + with 70 K engagements.
- Improved audience retention by 20% by iterating hooks and pacing based on CTR and watch-time insights.
- Tools: Premiere Pro, After Effects, Audacity, Canva, Excel for content tracking.

Sichuan Agricultural University Student Union | Design Team Member (2021 – 2022)

- Delivered event visual assets (posters and digital materials) aligned with brand guidelines across multiple campaigns.
- Produced 300+ printed signage/tags for campus use, ensuring consistency and accuracy from design to final delivery.

Product Design Background(2021 – 2025)

- Designed modular furniture system focused on human-space interaction and ergonomics.
- Applied journey mapping and iterative prototyping — methods now used in digital experience projects.
- Exhibited final models at University Design Expo 2025.

SELECTED WORK

Personal Website for Content Publishing | Nov 2025

- Designed a scalable content platform by structuring projects as data (JSON), enabling filtering, reuse, and rapid content updates.

- Improved content discoverability through information architecture, client-side filtering, and persistent user preferences (localStorage).
- Prototyped and implemented the system using HTML, CSS, and JavaScript, balancing usability, performance, and maintainability.
- Gathered peer feedback on navigation and readability; refined labels, hierarchy, and interaction patterns to reduce friction.

Smart Home Interaction System Design Project | Sep 2024

- User-Centric Research: Developed a detailed persona of urban solo dwellers, focusing on pain points related to work-life balance and the complexity of existing smart home ecosystems.
- IA & Hierarchy Optimization: Streamlined the Information Architecture (IA) by categorizing hardware into four intuitive modules (Security, Entertainment, Lighting, Appliances), effectively reducing user cognitive load.
- Scenario-driven Interaction: Designed "One-touch Scenario Modes" (Away, Sleep, Entertainment) to enable seamless synchronization of climate, lighting, and audio settings through a single interaction.
- High-fidelity Prototyping: Created a minimalist UI design featuring intuitive feedback mechanisms for real-time control of indoor environments, ensuring a low learning curve for non-technical users.

UPenn Summer Program Project Website | Aug 2024

- Designed a structured project page to communicate program outcomes clearly, combining visual storytelling with clean navigation and content hierarchy.

Van Gogh "Almond Blossoms" Inspired Furniture Collection (Individual Graduation Project) | Jan 2025

- Designed a modern-minimal furniture set inspired by Van Gogh's *Almond Blossoms*, translated into a consistent form + CMF system.
- Delivered sketches, CAD drawings, 3D models, and interior-scene renders for exhibition presentation.
- Tools: Procreate, AutoCAD, 3ds Max, Blender. (*Full project in portfolio*)

SKILLS

UX / Research: Figma, Figjam, Wireframing, Prototyping, Information Architecture, Usability Testing, User Interviews, Surveys, Research Synthesis, Accessibility

Prototyping & Visual Tools: Webflow, Adobe CC, Blender, 3ds Max, AutoCAD, Photoshop, Illustrator, Canva, Procreate

Web Prototyping: HTML, CSS, JavaScript, APIs, Arduino IDE, Wiring & Serial interfaces, Sensors & Microcontrollers

Media Tools: Premiere Pro, After Effects, Audacity, Reaper, CapCut

AI Tools: ChatGPT, Gemini, Figma AI, Midjourney, Adobe Firefly, Comfy UI

