

TINSLEY HUO

Creative Technologist | Interaction Designer/UX Designer



PROFILE

D.O.B : Jan 12th 1995

I'm a multidisciplinary interaction designer with an emphasis on media and technology. I was born in Guangzhou, China and currently based in New York City. I am obsessed with coding, in love with fashion, and enthusiastic about travel.

CONTACT

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EDUCATION

- | | |
|-------------|---------------------------------|
| 2013 - 2017 | University of California, Davis |
| | B.A. Design |
| | B.A. Communication |
| 2018 - 2020 | Parsons School of Design |
| | MFA Design & Technology |

EXPERIENCES

- | | |
|------------------------------------|--|
| 8.2017 - 5.2018
Los Angeles, CA | Visual Designer
<i>Tapioca Express Inc.</i>
Worked as a graphic designer to execute the wireframe and visual design from concept to final hand - off; Capturing user behavioral needs and pain points to improve the user-experience. |
| 6.2017 - 8.2017
Los Angeles, CA | Marketing Intern.
<i>Sing Tao Newspapers Inc. Los Angeles</i>
Responsible for designing and making the posters, flyers, website mockup for marketing and advertising department. Handle basic files works. |
| 5.2016 - 4.2017
Davis, CA | Research Assistant
<i>UC Davis Technology & Sewing Lab</i>
Worked with professor Helen Koo; Responsible for designing a single project about combining technologies with fabric and textile, doing researches and collaborating with engineering students to make an advanced garment for disabilities. |

EXHIBITIONS

- | | |
|-----------------|---|
| 3.2016 - 4.2016 | Black Swan
<i>UC Davis Design Museum</i> |
| 8.2016 - 9.2016 | Lights!
<i>San Jose Museum of Quilts & Textiles</i> |

SKILLS

- | | | |
|----------------------------|--|--|
| • Javascript(Web) | • Adobe(Photoshop, Illustrator, InDesign, After Effect, Dreamweaver) | • AR(ARKit/Vuforia) |
| • Python(Machine Learning) | • Processing | • Languages (English/ Cantonese/ Mandarin/ Japanese) |
| • Arduino | • Sketch | |
| • Unity(VR/C#) | | |
| • Maya(3D Modeling) | | |