

Tracy Chen traucy.ca tgchen@sfu.ca

Hi~! I'm Tracy, a product designer at Daybreak that values details, artistry, and ethical design.

I excel in UI/visual design, interaction design, strategic thinking, prototyping, and illustration.

My ambition lies in understanding people, businesses, and non-humans to help create a holistic ecosystem of meaningful and purposeful interventions. How people are moved by a product, how pixels are layed out, and the details that form each experience are what matters most to me.

Selected clients I've worked with while at Daybreak:

Party Round	Chipbrain	Stacks	Workweek
WOMBO Dream	WOMBO	Boomy	Notes About People

Currently studying design at the SFU's School of Interactive Arts and Technology in Vancouver, Canada.
Expecting to graduate in spring 2022.

My real resume is currently in process, in the meantime please enjoy this peek into myself!

Hiii

