# Vivian Ho

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## EDUCATION

**University of California, Davis** *Sept 2009 - June 2014*
BACHELOR OF ARTS IN DESIGN
(EMPHASIS IN VISUAL COMMUNICATION)
*Minor in Computer Science*
Teaching Assistant for:
+ Laurie Szujewska's *Pattern, Form, & Surface Class* (W '14)
+ Gale Okumura's *Logo & Package Design Class* (W '14) and *Typography Class* (F '13)
+ Glenda Drew's *Coding for Designers/Processing* (F '13)
+ John Driscoll's *Intro to Adobe CS6: PS, AI* (SS '12)
+ James Housefield's *Intro to Design/Design Thinking* (F '10)

## SKILLS & EXPERTISE

*Software*
+ Adobe Creative Suite (PS, AI, ID, AE, FW)
+ Microsoft Office (Word, PowerPoint, Excel)
+ Sketch3
+ Windows / Mac OS
+ Prototyping Tools (Principle for Mac, Invision)

*Methods*
+ Agile Product Design
+ Design Thinking
+ Information Design

*Print*
+ Book Design
+ Identity & Branding
+ Packaging Design
+ Photography
+ Typography

*Development*
+ HTML5, CSS3
+ Javascript, jQuery
+ Processing
+ Responsive Web Design

## AWARDS & HONORS

+ *UC Davis Department Citation*, Department of Design, 2013–2014. Recognized for excellence in creative achievement and academic promise.
+ UC Davis recipient of AIGA's *Enrichment Scholarship* 2014. Awarded to upcoming designers to enhance the quality and diversity of design education.
+ Various work selected for juried exhibition (*Design by Design Competition*) to showcase the breadth, talent and diversity of the UC Davis Department of Design:
  - Glacialis Creamery Packaging Prototype, 2014
  - Dragon Kite, 2013
  - Just One Packaging & Graphic Identity Manual, 2013
  - Giant Umbrella - Bus Shelter Model, 2012

## EXPERIENCE

**VISUAL INTERACTION DESIGNER** *Mar 2015 - Present*
*Cisco Systems, Inc.* San Jose, CA
+ Design a consistent visual experience for Cisco's collaboration products (Spark and WebEx) across main mobile platforms (Android and iOS for phone, tablet, and wearables)
+ Deliver high quality visual mockups and precise interface specifications while keeping up with aggressive deadlines
+ Explore and research visuals and user interactions
+ Collaborate with engineering teams, other design teams, and product management teams both locally and globally

**DESIGNER & CONSULTANT** *Feb 2012 - Present*
*Freelance* San Francisco Bay Area, CA
+ Design graphics and visuals for print and digital interfaces for various clients (mostly ranging from non-profit organizations to startups) including:
  - Orion Labs (Advertising, Print, Web Consulting)
  - UC Davis Good Life Collection: 2014 Scarf & Tie Collection (Print, Textiles)
  - UC Davis Biomedical Engineer Senior Showcase 2013 & 2014 (Branding, Motion Graphics, Print)
  - Green Museums Accord (Branding, Print)
  - 5th Avenue Real Estate Services (Branding, Print, Web Consulting)
+ Always open to working on new projects. Feel free to contact me!

**VISUAL & WEB DESIGNER** *Mar 2013 - Jul 2015*
*Visualization Interface & Design Innovation* Davis, CA
*Research Group (Data Visualization Lab)*
+ Designing and coding web pages for upcoming conferences
+ Redesign outdated web pages
+ Design print fliers for promotion
+ Assist graduate students in improving the visual aesthetic or UI of their research projects

**DESIGNER** *May 2013 - Jan 2014*
*Stories of Solidarity* Davis, CA
+ Developed a non-profit story sharing engine for precarious workers to share narratives anonymously
+ Prototyped and wireframed both website and mobile applications
+ Created a 1-minute motion graphics sequence to introduce the project and the various use cases of the application
+ Created promotional material to raise awareness

**DESIGN MANAGER** *Jan 2012 - Dec 2013*
*ASUCD Experimental College* Davis, CA
+ Designed fliers and other print material
+ Designed t-shirts, pin back buttons, stickers and other promotional collateral
+ Layout quarterly course catalog
+ Led a team of four design interns and two photography interns to complete projects efficiently