Gabriella Chen
Interaction Designer

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EDUCATION

BACHELOR OF SCIENCE, INTERACTION DESIGN   Anticipated 2021
ArtCenter College of Design - Pasadena, CA

- ASUS Proart Sponsored Studio   Sep-Dec 2020
- Google Design Storm   Sep 2020
- DIDI Sponsored Studio   Sep-Dec 2019

WORK EXPERIENCE

DESIGN INTERN / SHARE VENTURES
Fall 2020, Los Angeles, CA

- Design projects with Product Manager
- Design & Prototype the event website
- Design Branding Materials
- Execute design strategies

UX/UI DESIGN INTERN / TIANHANG BOX
Summer 2019, Shenzhen, China

- Lead the team to design UI
- Design the official website
- Design the style guide of the

TEACHER ASSISTANT / ArtCenter
May 2018 - Present, Pasadena, CA

HONORS

IP PURCHASED BY ASUS
Fall 2020, ArtCenter College of Design

- The Project is about exploring "The Future of Creative Workflow". The team designed a package including product, software and branding to elevate the environment of Creator's workflow based on existed ASUS Proart Designs and Products
- Time: 14 Weeks
- Responsibility: UI/UX Design, Branding
- Team Members: 3

SKILLS

User - Centered Design Methods

- Design Thinking, User Research Methodology, Contextual Inquiry and Design, Competitive Analysis, Card sorting, Affinity Diagramming, Paper Prototyping, Persona and Scenario Developing, Wireframe, Usability Testing, Data Analysis

Graphic Design

- User Interface, Photo-based Magazine, Heavy-text Book, Poster, logos, Booklet, Menu, Brochure, Transmedia, 2D Motion Videos, 3D Motion Videos, Typeface Design

Software

- Proficient in MAC and PC platforms, Sketch, Figma, Adobe Experience Design, Illustrator, Photoshop, InDesign, Lightrooms, AfterEffects, Cinema 4D, Solidworks, Keyshot. Programming Languages like HTML, CSS, Javascript, Arduino

Language

- Fluent in English + Mandarin