FINLEY SUN

PRODUCT & INTERACTION DESIGNER

562-286-3446 | finleyyuhengsun@gmail.com | Portfolio | Los Angeles, CA

SUMMARY

Forward-thinking designer and creative problem-solver who creates high-quality digital products and experiences that delight users and achieve business outcomes. Strong prototyping skills meet graphic design ability and practical design solutions. Available to start after May graduation.

SKILLS

Research: User Research Studies, Human Subjects Research, User Journey and Workflows, Usability Testing

Design: Figma, Adobe (Illustrator, Photoshop, InDesign, After Effects, Premiere Pro), UX Wireframes, UI

Prototyping: Unity, Unreal Engine, Blender, JavaScript, P5.js/Processing, Python, Arduino

PROFESSIONAL EXPERIENCE

Curatorial Intern   Palm Springs Art Museum | Palm Springs Art Museum, CA | Feb 2024–Present

Role: Assist curators with exhibition planning needs ranging from research and writing to exhibition design.

Responsibilities:

- Assist with developing upcoming exhibitions, conducting exhibition research, managing reproductions
- Design readers and visual systems to accompany each exhibition

Graduate Design Assistant   American Anthropological Association | Pasadena, CA | May 2023–Present

Role: Assist editor-in-chief with review and designs for its flagship *American Anthropologist* quarterly journal.

Responsibilities:

- Assist with managing the review system for articles, book reviews, essays, and other content
- Design issue covers and visual systems for the website to accompany each quarterly journal
- Create graphic designs and other art assets for social media posts and advertisements

RESEARCH & PROJECTS

Showroom Inferno | April 2023 | Stack: Unreal Engine, Blender, Marvelous Designer | Case Study

Personal research project to create a digital fashion marketing collaboration between Maison Schiaparelli and DRESSX for the 2023 Spring & Summer Haute Couture fashion show. Garments made with Marvelous Designer.

Look @ me | December 2022 | Stack: Unity, Oculus Quest 2 | Case Study

Sponsored data-driven research project to investigate user self-representation within Extended Reality (XR) and whether new social contracts arise in photographing others. Presented findings to representatives from Meta.

Z Parade | August 2022 | Stack: Unity, Blender | Case Study

Personal PC game development project which explores the cultural divide between the Chinese pop culture identity of Generation Z and the patriotic culture of the ruling Chinese Communist Party.

EDUCATION

Master of Fine Arts (Media Design Practices)   ArtCenter College of Design | Pasadena, CA | 2022–2024

Bachelor of Arts (Interaction Design)   Nanjing University of the Arts | Nanjing, China | 2018–2022