

JOANNE CHEN

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EDUCATION

University of Washington

Class of 2022, Seattle

BDes in Interaction Design, 3.81 GPA

EXPERIENCE

Mindgrub / Interactive Design Intern

Jun 2021–Aug 2021

Designed responsive web for an HR managing tool to increase employee connection and communication. Delivered high-fi prototypes and detailed design system to better assist the development team. Conducted user testing sessions and synthesized findings to plan for future roadmap of the product.

Studio 88 / User Experience Design Intern

Oct 2020–Feb 2021

Designed the interface and user flow for an HFNC machine to optimize operational efficiency. Developed corporate identity, responsive logo, typeface, tagline for client to maximize brand exposure and awareness.

JUBO / UI&UX Intern

Jul 2020–Sep 2020

Built design system to reduce design-engineering handoff time by 20%. Designed multiple app screens and micro-interactions to optimize user experience for 7k+ users. Initiated and hosted 50+ people workshop to better meet the expectations of intended user base.

Porter International / VCD Intern

Jul 2019–Sep 2019

Designed 50+ pages for the company brand book to align communication across different departments and deliver an on-brand message to customers. Photographed concept stores to communicate the curated experience and products offered to customers.

EXTRACURRICULAR

Muse / Graphic Designer

Nov 2020–Present

Designed social media posts, visual assets, and fashion magazine with 1000+ copies sold.

Tosa / Art Director

June 2020–June 2021

Lead 3 designers to create marketing assets that promote branding and social media presence. Redesigned the visual and interactive experience of a 1000+ people event, which led to the increase of attendees by 50% and double the revenue.

AWARDS

Annual Dean's List Recipient

2018–Present

Excellent grade record for the academic year.

Kenneth L. Striker Scholarship

2021–2022

Recipient of the 2021-22 Kenneth L. Striker Scholarship in Design based on the selection of work, academic record, and achievements.

SKILLS

Software

Figma, Adobe XD, Sketch, Protopie, Illustrator, Photoshop, After Effects, Indesign, Lightroom

Technical

User Experience, Research, UI/UX, Wireframing, Prototyping, Usability Testing, Visual & Motion Design