



Julia Chen

UX/UI/3D Designer

Contact



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Toolkit

Adobe Suite	Maya
Sketch	3DS Max
Principle	Zbrush
Invision	Unity
Read HTML5 & CSS3	

Professional Skill

Research

User Interviews
Persona
Competitive Analysis
User Flow
Information Architecture
QA Testing

Design

Wireframing
User Interface <UI>
Prototyping
2D/3D Animation
Illustration
Brand Identity
3D Modeling
Texturing

Profile

10 years professional experience as a digital graphic designer working in the interactive multimedia industry in the U.S. and China. With a great passion for utilizing my design skills and research abilities, I have focused my career on enhancing user experiences and product optimization for various technology applications.

Education

General Assembly

Certificate in UX design course

New York, USA. Nov 2017 - Feb 2018

- Completed UX process for a *mobile screen lock* application, including user research and interviews, persona creation and userflow, information architecture, wireframing, prototyping, and user testing

Sichuan Music Institute

Bachelor of Arts, Animation

Chengdu, China Sep 2003 - Jun 2007

Experience

Mokuni LLC.

Digital Graphic / UI Designer

New York, USA. Jan 2017 - Aug 2017

- Responsible for redesigning the graphic elements of *Food Conga*, including UI design and 3D models
- Managed the 3D modeling and UI design for VR product *Kitty in The Box VR* from conception to optimization
- Researched mobile game market and developed creative design ideas and solutions, presented to stakeholders on projects
- Worked with the technical team by providing graphical support for all company products, as well as assisted with product prototyping and player usability testing

SurrealVR/ Mokuni LLC.

Freelance Digital Graphic Designer

New York, USA. Feb 2015 - Sep 2016

- Reconstructed high-refined digital graphic design features for *SurrealVR*, a social VR platform. Developed and managed 3D models for mobile games *Food Conga* and *Kitty in The Box* for Mokuni LLC.

Professional 3D Graphic Designer

Serviced Companies:

Factice Studio <An Architectural Visualization firm>
New York, USA.

Jun 2014 - Nov 2014

Pathea Game <An US Indie Game company>
Chongqing Office, China

Sep 2012 - Oct 2013

Chengdu Dkmgame Network Technology Co., Ltd.
Chengdu, China

Dec 2009 - Jun 2011

Chengdu Sightmagic Game Company
Chengdu, China

Jul 2008 - Dec 2009