



EDUCATION

Sep 2025 – Dec 2026 (expected)
University of Washington, Seattle
Seattle, Washington
Master of Communication in Digital Media

Sep 2020 – Aug 2024
ArtCenter College of Design
Pasadena, California
Bachelor of Fine Arts in Illustration with
Distinction, specialization in Motion Design
Minor in Business
Minor in Designmatters

May 2023 – Aug 2023
Safe Niños: Concepción
Concepción, Chile and Pasadena, California
Created motion graphics, GIFs, and 3D mockups
for COANIQUEM Hospital's new campus, collabora-
rating with a 12-member design team.

EXPERTISE

Proficient in:

After Effects, Photoshop, InDesign, Miro,
Illustrator, Lightroom, Acrobat, Figma,
Keynote, Procreate, Slack, Bridge, Pages

Familiar with:

Cinema 4D, Redshift, Final Cut Pro, Audition,
Media Encoder, KeyShot, HTML/CSS, JavaScript,
Processing, Webflow, Google Slides, Google
Workspace, Midjourney

Design:

Motion design, UI/UX, identity design,
storyboard design, title sequence, AIGC, illustra-
tion, editorial design

Languages:

Professional in English. Native in Mandarin.
Conversational in Shanghaiese.
JLPT N2 in Japanese.

RECOGNITION

2025 – 2026
Breathscape
Core77 (Notable Honoree),
iF Design (Finalist), A' Design, LICC

Graphis New Talent Awards 2025
Evernote Rebranding (Honorable Mention)

2022 – 2024
ArtCenter Student Gallery
The Moth (title sequence)
Taxi Driver (title sequence)
StubHub (identity design)

SCHOLARSHIPS

2020 – 2024
ArtCenter Undergraduate Scholarship

2023
ArtCenter Donor Scholarship
Diversity and Access Travel Stipend Award
ArtCenter100 Scholarship

EXPERIENCE

Aug 2024 – Present

Freelancer

- Developed a custom motion effect package for CapCut.
- Designed logos, comprehensive brand identities, and UI elements for diverse clients and mobile applications.
- Produced cross-platform motion graphics and ad campaigns to strengthen brand identity and user engagement.

Apr 2026 – Jun 2026

Branding Designer

Broadar

- Led visual branding for the “Kinora” project, directing all elements from initial logo to website aesthetic.
- Defined the creative direction to ensure strong brand positioning and cross-platform consistency.

Feb 2025 – Aug 2025

Product Designer I

Beats by Dre (Apple Inc.)
Culver City, California

- Developed graphic and branding designs for custom and partnership programs such as NCAA and Nike, maintaining visual consistency and precision.
- Reviewed samples, renders, and presentations for production and executive approval.
- Managed archives and collaborated in a dynamic hybrid environment.

Dec 2024 – Jan 2025

UI/UX Designer

Anachron Inc.

- Designed and delivered an intuitive application connecting hosts, events, and attendees.
- Conducted user research, created wireframes and prototypes, and collaborated with cross-functional teams to develop a functional MVP.

Sep 2023 – Dec 2023

Motion Design Intern

Plucky

Burbank, California

- Collaborated with the creative team to design style frames and edit visual assets for major film title sequences.
- Developed 2D and 3D motion graphics for high-profile projects, including Five Nights at Freddy's.

Jan 2023 – May 2023

Teaching Assistant

ArtCenter College of Design
Pasadena, California

- Assisted Professor Leonard Konopelski with Communication Design 2, supporting students in poster design and process books.
- Managed attendance and administrative tasks.

Jul 2022 – Aug 2022

Public Installation Art

Yangpu Theatre
Shanghai, China

- Collaborated with artists, students, and professors from Tongji University on an installation for a rebuilt city theater's ceremony.

Mar 2022 – May 2022

Marketing Assistant Intern

Bvlgari
Shanghai, China

- Supported customer relations and email communication during the pandemic.
- Assisted with promotional events like “520 Day for Lovers” and marketing activities.

Stella Chen

Motion Design
Graphic Design
Product Design
Illustration

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