Stella Chen

Motion Design
Graphic Design
Product Design
Illustration

stellachen.design@gmail.com
stellachen.info

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, collaborating 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, illustration, editorial design

Languages:
Professional in English. Native in Mandarin.
Conversational in Shanghainese.
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
Anachrion 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.