



□ chiu5olives@gmail.com

Experience

Niantic

UX Designer Intern

Sept - Dec 2020

- Created flows and screens for 3 upcoming features in Pokémon Go Pokédex revamp -
- Redesigned the Pokémon cataloging system to increase usability and engagement.
- Friends help guide Designed a flow to educate new players on the game's social system.
- Adventure anniversary Design experiences for players' anniversary, integrating social and emotional aspects to celebrate the player.
- As an intern, presented work during weekly design reviews with the UX team, and showcased final projects to the entire company.

Treehouse

UX Apprentice

Feb - Aug 2020

- Created UX designs for mock applications for web and mobile and conducted user tests and interviews.
- E-Commerce Redesign and rebrand of an online T-shirt store.
- Grocery App Designed a mobile app to simplify grocery shopping especially at a time of crisis (COVID-19).
- Email Campaigns Created a site for designing email campaigns. Peer reviewed projects for UX students in the program.

Freelance Designer & Photographer

Nov 2016 - Present

- Creating new logos and refreshed brands for various businesses.
- Working directly with clients in scheduling sessions and photographing their portraits.

Redefine

Design Intern

July - Aug 2017

- Collaborated with the design director to create logos, brochures, menus, and advertising boards for local businesses within the San Francisco Bay Area.
- Clients include San Francisco Unified Lions Club, Century 21, An Hong Express, and Stix Restaurant.

Education

San José State University

2013 - 2017

B.A. Design Studies Concentration in Graphic Design

Skills

Design methods

User research, Information Architecture, Wire-framing, Prototyping, Interactions, User flows, Storytelling, Typography

Tools

Figma, Sketch, Adobe CC (XD, Illustrator, Photoshop, Lightroom, After Effects), Mockup, Procreate

Languages

English, Chinese (Conversational Cantonese, Elementary Mandarin), Elementary Japanese