

## Objective

Seeking an interactive design position in a reputed interactive agency where she can devote her expertise and passion in crafting progressive and aesthetic pleasing projects and gain further design experiences.

## Summary

- › Over five year experiences in graphic and interactive design fields including game, e-learning, web and corporate identity.
- › Specialties in art direction, flash motion graphic, user interface, flash game art and web design.
- › Detail-oriented, with strong organizational and planning skills.

## Technical Qualifications

- › Fluent in Flash, Photoshop, Illustrator, Dreamweaver
- › Experienced with HTML, CSS, ActionScript, After Effects

## Experience

### Art Director / Lead Media Designer / Interactive Designer

Kognito Interactive, New York, NY, Feb. 2008–Aug. 2011

- › Performed a lead role in design and production of online role-playing simulation design style guide, user interface, flash motion graphic and interactivity.
- › Oversaw production team including motion graphic designer, character designer, background designer and developer to assure the quality of visual performance.
- › Managed multiple, concurrent projects in different production stages.
- › Collaborated with instructional designer to develop abreast of functional and visual pleasing art direction.
- › Worked with director of project manager to build up production schedule and task assignment.

### Freelance Lead Game Artist / Animator

Tiltfactor (Game Design for Social Change), New York, NY, May. 2008 - Sep. 2008

- › Lead designed art and animation for flash-based games of Profit Seed and Lay off. (Profit Seed was presented at 2008 Games for Change Conference)

### Freelance Graphic / Web Designer

Eiseman Associates, New York, NY, Aug. 2007–Feb.2008

- › Performed a lead role in the design and production of PepsiCo Performance with Purpose logo, online GRI report and website proposal.
- › Collaborated with art director to accomplish design and production of websites, banners, online photo gallery and interactive map. Clients include UST Inc., AFC Enterprises.

## Education

Parsons The New School for Design, New York, NY,  
May. 2007 MFA, Communication Design and Technology.

## Honors

- › 2007 Presented MFA Thesis “Wasteland Adventure” at Games for Change Conference.
- › 2002 Taiwan Agricultural Strategy Coalition Logo Design – Design Distinction