

AI-CHUN HUANG

UI/UX/Visual designer Seattle, WA

As a great storyteller with creative visual language, I have detailed-oriented, cooperative, and proactive personality to achieve every visual aesthetic and intuitive user experience. I have over 5 years experience with interactive UI/UX process, especially my diversified design skill set encompassing brand identity, typography, iconography, product design, and interaction design. My design won a few international awards and widely-used by thousands of game users in Asia.

❖ **Motion design showreel 01:** <https://youtu.be/qpRCUOaJdss>

▼ Experience

realdrseattle - marketing agency

UX/UI Designer (full-time)

Seattle, WA, USA

Dec 2022 – Present

- Lead and work with owners, directors and developers to create and manage design work for website and application UI, email blasts, presentations, proposals, PPC advertising, digital marketing material and printed collateral
- Work directly with external clients and teams to develop and design proposals for various scopes of work including website design, SEO, PPC, brand design and marketing material

Little Hope Creative Studio

UI / Visual Designer (self-employed freelancer)

Seattle, WA, USA

Jan 2018 – Present

- Delivered successful web & app design across multiple platforms, and worked with technical/design teams to create user flows, wire-frames, and building user interface mock-ups and prototypes for gaming companies
- Achieved 5 international awards (Red Dot / IDA / Jing Shan Creative Arts Award)

Yobet - online gaming company

UX/UI Designer (full-time)

Kuala Lumpur, Malaysia

Jan 2019 – Feb 2020

- Optimized the global website & app gaming experience through case studies and using interaction design principles, UI design practices, and working cross-functionally with stakeholders
- Established company branding identity, and guidelines into a design system, from logo design, typography to iconography
- Designed animated prototype of the website & app on desktop & Android & ios platforms through the responsive design

Royal gaming company

UX/UI Designer (full-time)

Taichung, Taiwan

Jan 2018 – Dec 2018

- Conducted competitive analysis research to better understand prevalent interaction designs/solutions
- Analyzed and evaluated current user interfaces and proposes usability improvements
- Meet target game users' need and displayed a high level of quality around visual polish

▼ Grant & Awards

- **2020** Red Dot Design Award, IDA (International Design Awards)
- **2018** Jing Shan Classic, Cultural & Creative Arts Award, Gold award
- **2022** 2022 Shoreline Short Short Film Festival", Seattle, WA
- **2017** The Fulbright Program Grantee in Lewis & Clark College, OR

❖ **Website:** <http://lovingpure.weebly.com/design.html>

❖ **Motion design Showreel 02:** <https://youtu.be/AYFgb3NZwG8>

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❖ (206) 876-0028

▼ Education

National Taiwan University of Arts

Master of Fine arts

Sep 2007 – June 2010

National Taiwan Normal University

Bachelor of Visual Design

Sep. 2003 – June 2007

▼ Skills & Tools

Skills

- ✓ Design leadership
- ✓ UI/UX
- ✓ Product Design
- ✓ Visual Design
- ✓ Motion Design
- ✓ Digital animation
- ✓ Branding
- ✓ Layout
- ✓ User Research
- ✓ Illustration
- ✓ Storyboard
- ✓ User testing
- ✓ Prototyping
- ✓ Wireframing

Tools

- ✓ Figma
- ✓ Adobe XD
- ✓ Photoshop
- ✓ Illustrator
- ✓ After effects
- ✓ InDesign
- ✓ Ziplin
- ✓ Webflow
- ✓ Sketch
- ✓ Hand drawing

▼ Interests

Painting & Art practice
Museum
Traveling