



SANDI CHEN

• UX & UI •

EXPERIENCE

2017 **UX DESIGNER**
- **FJORD**
2016 Austin, TX

My work experience previous to Fjord includes almost 10 years within the Silicon Valley and Seattle.

At Fjord, I designed and presented to large clients that include Hertz, USPS, and Engie. Further, my duties included business research, competitive analysis, client site shadow, stakeholder and user interviews.

My strongest skill is quick concept ideation while thinking holistically from different perspectives. I thrive on wireframing with my teammates, then brutally testing our ideas before presenting the best solution to our clients. In addition, I stay up-to-date with the latest tech trends and innovations which augments the quality of client workshops, presentations, and brainstormings.

2016 **UI & UX DESIGNER**
- **VERIZON**
2014 Palo Alto, CA

As the design lead for OUTTA, a first of its kind mix reality social app launched in 2016. I worked closely with product managers at the Verizon Innovation Lab and created +10 wireless solutions. In addition, I worked with the video content team where I was instrumental in creating a highly sociable watching experience through the validation of multiple concepts with quick paper prototyping, Framer, and Principle.

2014 **WEB & GRAPHIC**
- **DESIGNER**
2007 SF, CA
Seattle, WA

During the first 7 years of my design career I worked with companies such as Hornall Anderson Design Works, Box, and Reflectur. My in-house and agency experience includes branding, marketing, web, packaging and print. In addition, I've worked in both collaborative and independent environments, where I was involved with projects from start to finish. Projects included client outreach, strategy and design, client presentation, and final delivery. Further, I strategized with fellow designers and created content for multiple e-newsletter campaigns and Facebook/YouTube channels.

SKILL & RECOGNITION

SKILLS

UX: User and business data research and interview. Client workshop. Brainstorm. Quick concept sketching. Wireframe. Screen flows. User persona. Journey mapping. Rapid prototyping. Usability testing.

UI: High-fidelity design. Asset exports.

Branding, marketing, and print design.

SOFTWARE

Sketch. Zeplin. Validately. Principle. Invision. Keynote. RapidWeaver. Adobe Creative Suit (After Effect, Illustrator, InDesign, and Photoshop). Basic front end HTML and CSS.

CALIFORNIA COLLEGE OF THE ARTS (CCA), SF

BFA in Graphic Design

AWARD

AIGA Cause/Affect Award

LANGUAGE

English, Mandarin & Taiwanese

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