

# Shuyu Peng

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## Education

### BFA Design

School of Visual Arts

2016-2020

- + Interaction Design
- + UI/UX Design + Typograpy
- + Branding + Editorial Design
- + Motion Graphics
- + 2D Animation

### Web Design Program

Wix Playground Academy

Jun 2021

## Skills

- + Visual Design
- + Motion Graphics
- + User Research
- + Journey Mapping
- + Low to High Fidelity Wireframes
- + Usability Testing

## Tools

- + Adobe Creative Suite
- + Figma
- + Invision
- + Sketch

## Languages

- + English (fluent)
- + Mandarin (native)
- + Cantonese (fluent)

## Professional Experiences

### UI/UX Lead Designer

Quesay

May 2021–Present

- + Work with product management team to create compelling interactive experiences
- + Perform user research and develop information architecture, user goals, journey maps, and design wireframes and visual interfaces
- + Collaborate with developers to ensure pixel perfect execution across all project deliverables

### Designer

Bungee Space by 3standardstoppage

Nov 2020–Present

- + Produce artwork for various applications, including but not limited to: print and digital ads, social media assets, eCommerce banners, retail signage, promotional emails, and identity design
- + Part-time barista

### Design Intern

Beeplus Co-working Space

Jun–Aug 2018

- + Collaborated with branding team to develop social media campaign
- + Designed print & digital materials for events in co-working space

### Design Intern

The Dragon-Year Gallery

Jun–Aug 2017

- + Developed web UI/UX for gallery film forum
- + Edited documentary for performance art “Social Phobia”
- + Created graphics for all major social media platforms

## Award

### Graphis New Talent gold award in film/video

2020

- + “Self Portrait”, 2D animation