



Catherina Han

Interaction Designer

catherinahan.com

info@catherinahan.com

(805) 570-1888

Los Angeles, CA

Experience

Microsoft Studio 8

Internship

2018/01 - 2018/04

Worked as a UX designer on various products and projects at Microsoft China experience design studio. Applied Microsoft's Fluent Design and updated pattern library for a social artificial intelligence platform. Designed UI and UX for third-party applications.

Uber Elevate

Sponsored Project

2017/09 - 2017/12

In conjunction with ArtCenter Grad ID and Uber, created concepts for end-to-end passenger experiences that will ultimately inform the development of electric VTOL aircraft on the Uber Elevate network globally. The result of the project was presented at the Uber Summit in May 2018 in Los Angeles.

Resilient Coastal Cities

Sponsored Project

2017/01 - 2017/04

Designed an interactive exhibit for the Aquarium of the Pacific that effectively communicates the impact of climate change on the City of Long Beach and other coastal cities, and a call to action for the community. The revised version of the exhibit is currently on view at the Aquarium of the Pacific. (Hosted by Designmatters at ArtCenter College of Design, in partnership with the Aquarium of the Pacific and the City of Long Beach)

Nestlé DesignStorm

DesignStorm at ArtCenter

2016/11

Collaborated with the Nestlé USA Marketing team to redefine "convenience" and predict the future of the food and dining experience.

* DesignStorm is a program at ArtCenter that allows students and faculty to engage with educational partners for short, intensive bursts of creative partnership.

Future of Telecommunication

Study Away Program

Sponsored by Vodafone

2016/05 - 2016/08

Participated in the study abroad program in Berlin, Germany sponsored by Vodafone. Worked as lead UI & UX designer in the team. The goal of the project is to help Vodafone envision the future of telecommunication in 2030. The final result was reviewed internally in the company.

Education

Art Center College of Design

Interaction Design, BS

2015/01 - Present

Anticipated Graduation: 2018/12

University of Washington

Studied Design

2012/09 - 2014/06

Completed 99 Credits

Skills

Design Skills

UI & UX Design

User Work-flow

Usability Testing

Persona

Graphic Design

Scenario

User Research

Competitive Analysis

Information Architecture

Low to High Fidelity Wire-frames

Concept Development

Experience Designing AI/Agentive Technology

Prototyping Skills

Adobe Illustrator

Sketch (App)

Keynote

Mock-up

Adobe Photoshop

HTML & CSS

Solidworks

Madmapper

Adobe InDesign

Processing

Keyshot

Cinema 4D

Adobe After Effect

InVision

Sewing

Unity

Languages

English (Fluent)

Mandarin (Native)

Spanish (Elementary)