

# Sichen Huo

UIUX/ Industrial Designer

<https://www.sichenhuo.com/>

<https://www.linkedin.com/in/sichenhuo/>

Sichenhuo@gmail.com

## Education

### Master of Digital Media University Of British Columbia

Center of Digital Media | GPA 3.9  
09/2021 - Present

### Bachelor of Fine Arts Rhode Island School of Design

09/2017 - 06/2021

## Skills

### Design & Expertise

Sketch	Design System
Figma	Wireframing
Adobe XD	Prototyping
Adobe Illustrator	Journey mapping
Adobe Photoshop	User Testing

Adobe In Vision  
Adobe In Design  
Adobe Premiere  
Adobe Lightroom

### Coding (Light)

HTML
Processing

Languages  
English & Mandarin

## Exhibits /Awards /Others

Industrial Department Class Representative (2021)  
RISD IDSA - Student exhibition of UIUX (2021)  
RISD Honor student (2019-2020)  
Exhibition, BCTF Building Display (2 years)  
Youth Show, U of Vic School Show (2 years)  
Conference Show, CSEA BCATA (2 years)  
Grad Show of Sentinel Secondary (2017)  
Ferry Building Gallery Exhibition (2 years)  
Certificate of Merit Art Exhibition  
A Wilfred. J Gallery Exhibition, Victoria BC (2 years)  
Personal Exhibition (2018)  
Poster Contest Winner  
Royal Canadian Legion Award (2 years)  
Columbia Teachers' Federation Award

## Hobbies



Cat Lover



Vlogger



Dance Covers



Fitness

## Work/Project Experiences

### UIUX Designer | Client: KPMG Ignition 05/2022 - PRESENT Master's project, Canada

- Designed an AR exhibition for the Vancouver Ignition team
- Designed user interfaces based on analyzing current pain points
- Collaborated with client, engineers, architects and other designers

### UIUX Designer | Client: CyberPatient 01/2022 - 04/2022 Master's project, Canada

- Created a **3D medical simulation tool** in Unity based on an existing 2D model
- Researched and evaluated current user pain points with user interviews, personas and user journey maps
- Designed new UX systems and wireframes to best fit the product's need
- Observed usability and made new iterations for the clickable prototype
- Mentored other designers on the team and wore multiple hats as needed
- Was the design lead on the team in client presentations

### UIUX Lead | Elephant 08/2021 - PRESENT Lead Designer of creative team

- Designed an **active listening app service for Gen Z users**
- Conducted UX research, market/competitive analysis, and user testing
- Designed all user interfaces and UX flow
- Created wireframes (low and mid fidelity) and high-fidelity design prototypes (Figma)

### UIUX Designer | LNG Studio 08/2021 - 09/2021 Intern, Canada

- Designed wireframes and interfaces for **virtual tours of presale apartments** in Vancouver
- Assisted in project ideation and researched best principles for UIUX design in VR/AR

## Projects and Exhibitions

### Industrial Designer | NASA X RISD 03/2020 - 06/2020 Studio Project, Providence

- Designed the habitat capsule for the lunar mission
- Modeled the lower deck from ideation to final prototype
- Lead presentation when presenting to NASA design team

### Class rep & Organizer | ID Senior Show 01/2021

- Organized and lead annual senior show of the ID department.
- Designed the main poster, show theme, and communicated with students and professors for setup.
- Gathered over 60 pieces and attracted over 200 visitors during pandemic.