DESIGN EXPERIENCE design competition

4tomorrow competition (2014 march-july)

tools: Illustrator + Photoshop + Research role: contestant and designed 10 posters

siggraph competition (2014 march-may)

tools: Illustrator + Photoshop + Research role: designed 1 poster and got into top ten

spatial design charatte (2014 april)

tools: Illustrator + Photoshop + Research

role: project manager and graphic designer came in 3rd

process: For all my competitions, I learned to do research prior to illustration. Through my design process, I learned to seek the problem (bringing awareness), research about it, ideate a solution, prototype various versions and finally build up a finalized version. Lastly, I analyze it to ensure the message was clearup properly.

CARRIE YE

UX UI DESIGNER + PROJECT MANAGER

I am an enthusiastic Graphic Designer keen to provide my skills in communication, design and leadership, to shape the future and change the world. To try to make the impossible possible, to challenge myself and my team mates bringing the best out of everyone, to work hard and play hard.

CONTACT

www.carrieye.com 604-300-1091 me@carrieye.com

TECHNICAL SKILLS years of experience

illustrator photoshop html 5 css 3 3 java jquery final cut pro • after effect sketch

DESIGN EXPERIENCE internship and school

IECC (2015 april - december)

tools: HTML + CSS + JQUERY + CMS + Illustrator + Photoshop + Research

role: designer + innovation specialist + international liasion + project manager

process: I learned how to multitask, during this internship. My work invovle from designing posters and coding websites to managing events and projects. I learned that design process apply to not only design but also to work ethic.

web design & development (2015 january - april)

tools: HTML + CSS + JQUERY + CMS + Illustrator + Photoshop + Research

role: web developer and graphic designer

process: learned to seek for help when I have issues. Better yet, I learned to seek for solution before going straight for help and I notice that I am learning for myself and to improve on my technical skills.

Enactus - Banner Bags (2014 september - Present)

tools: Illustrator + Photoshop

role: designer

process: I designed various print and digital materials for workshop led by student organization. Designed in accordance with existing material to achieve branding consistency and attract new participants to the program.

MANAGEMENT

starbucks store supervisor (2010 - 2013)

Navigated and operated team rosters , scheduled shift rundown, guided new baristas inspected, filled and logged money of the store. Increased store sales profit

yours student association volunteer department director (2012-2013)

Lead the team to accomplish Volunteer events in the community and successfully helped World Vision raised more than \$1000 during 30hour famine event.

world vision project manager assistant (2012-2014)

Helped Event Coordinator directed concerts rundown and calculated all Charity funds made that night of the concert.

spatial design charatte project manager (2014 april)

Motivate everyone into playing their parts and keep up with the timetable.

8hr design marathon (IECC) project manager (2015 june)

Collaborated with the local government to educate students about innovative thinking. I worked with the education director to plan and coordinated the event.

f1 in school technology challenge project manager (2015 june - september)

Collaborate with f1 in schools HQ to host the event in China for the first time.

EDUCATION

Simon Fraser University (2011 - Present)

School of Interactive Art and Technology

I decided to transfer into IAT because occasionally I am inspired and innovated by the industry and I feel that my creativity and communication will be put in good use.

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TECHNICAL SKILLS

illustrator photoshop html 5 css 3 java jquery final cut pro after effect sketch

LANGUAGES

English fluent
Mandarin native
Cantonese native

