

VIOLA ZUOBIJIA SUN ✨

UIUX Designer | Product Designer

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EXPERIENCE

UIUX Designer, Jam City Inc.

06.2022 - 04.2023 | San Francisco, CA

Worked with game designers and engineers to ideate user-centered UX solutions for the next release of the game Harry Potter: Hogwarts Mystery. Led function-oriented UI components project and leveraged Figma, Json, and language models to develop responsive prototypes across Android, iOS, and iPadOS for global accessibility. The new release achieved 82+ million users and #1 ranking in 40+ countries.

Product Design Intern, ByteDance

06.2021 - 08.2021 | Beijing, China

Conducted competitive analysis, and usability testing with cross-functional teams to envision end-to-end user flows and prototypes for new features of Lark project (NDA). Assisted the Material Design team in creating a universal style guide, which was used by 10+ teams.

Visual + Graphic Designer Co-op, Brigham and Women's Hospital

01.2020 - 06.2020 | Boston, MA

Led design process and prototyping as the sole designer for [Harvard Medical School's virtual education](#) launch in COVID-19, establishing eLearning frameworks for 16k followers. Worked with PMs and medical researchers on clinical data visualization and strategy presentations to gain support and funding.

PROJECT

Lead + UX Designer, [Google-Sponsored Exhibition @YBCA](#)

09.2022 - 04.2023 | San Francisco, CA

Collaborated with 2 industrial designers to build an interactive installation regarding underwater noise pollution, leveraging sensors, P5.js, and Generative AI to provide a multisensory experience within the gallery. Worked with TBD* Team on exhibition identities and promotion materials. The exhibition ran for 1 month and attracted 1000+ visitors on the opening night.

Visual + UX Designer, [Minis Project for ClimateDesigners.org](#)

01.2022 - 04.2022 | San Francisco, CA

Co-led user research, and interviews, and developed design systems, UX strategies, prototyping, and usability testing to conceptualize a packaging solution program with Disney hotels to resolve single-use waste in travel-size products. Recognized on ClimateDesigners organization.

EDUCATION

New York University

09.2023 - exp. 05.2025 | New York, NY

MA Learning Technology and Experience Design

California College of the Arts

09.2021 - 05.2023 | San Francisco, CA

MFA Human-Computer Interaction
GPA: 3.75/4.2 | Merit Scholarship

Northeastern University

2016 - 2020 | Boston, MA

BFA Graphic + Interaction Design
GPA: 3.75/4.0 | Dean's List (2017-20)

SKILL

Tools / Softwares

Adobe CC (AI, PS, ID, PR),
Figma, Sketch, Adobe XD,
HTML, CSS, JavaScript,
Processing, Arduino, Notion

Domains

UI/UX Design, Graphic Design,
User Research, Competitive
Analysis, Data Visualization,
System Mapping, Task Flows,
Wireframing, Prototyping,
Usability Testing, Branding