CHELSEA TAO

User Experience Designer & Visual Designer

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EXPERIENCE

Legacy Mobile Game — Creative Director

December 2018 – Present

- Created storyboards, wireframes, high-fidelity mockups, and in-game user interface.
- Illustrated high quality 2D assets and collaborated with Game Artists to maintain a cohesive style between art and UI/UX.
- Designed all playable and non-playable characters.
- Created concept art and background art, including launch screen, level background, town background.
- Coordinated public tabling event as a guest presenter at the Pacific Science Center's Games Curiosity Expo to over 5,000 guests.

North West Chinese School — Art Teacher

October 2018 – June 2019

- Taught young, developing artists the fundamental techniques of drawing through interesting lesson plans, while maintaining discipline in the classroom.
- Methodically provided resources for lessons and created informative presentations to students.
- Ensured they fully comprehend all aspects of the curriculum.

HCL — Game QA Tester

August 2017 – February 2018

- Performed a series of various tests for numerous genres of Xbox games.
- Evaluated all areas of the title for flaws and issues.
- Identified bugs and prepared detailed reports.
- Assessed game functionality prior to all releases and updates.

Camouflaj — Game Design Intern

September 2016 – January 2017

- Processed all incoming problems/requests/inquiries for customers.
- Managed quality communication, customer support and product representation.
- Collated and analyzed data to identify game issues and potential bugs.
- Compiled and edited documentation for story driven in-game tasks.

UWB Digital Future Lab — QA Intern

March 2016 – Jun 2016

- Collaborated with the interactive media production studio as part of the Quality Assurance team.
- Protoype tested games such as Ghostlight Manor, Corrupted, and Hug the Line.
- Communicated with team leads about critical gameplay feedback.
- Compared game prototypes to desired functionality.

EDUCATION

University of Washington

2015 – 2019
B.A. in Interactive Media Design

SKILLS

Research

Competitive Analysis
User Interview/Survey
Persona/User Stories
Journey Map

Ideation

Brainstorming
Wireframing
Storyboarding

Design

Rapid Prototyping
Low to High Fidelity Design
Sketch/Illustration
Visual Design
Interaction Design
User Experience Design
User Interface Design

TOOLS

Photoshop
Illustrator
HTML & CSS
InVision
Unity
After Effects
Sketch