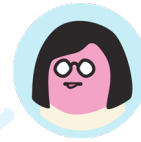


# Anne-Elise Chung

## INTERACTION DESIGNER

Combining an architectural background with UX skills to design and develop immersive user-centered experiences. Passionate about visual storytelling.



anne-elise.me

aelichung@gmail.com  
(626) 348-9900  
Santa Clara, CA

## PROJECTS

DESIGN & DEVELOP | Ongoing

### virtual bonsai

Grow and sculpt your own bonsai tree, in a relaxing virtual environment. Created using Blender and Unity for Google Cardboard and for the web.

[More Info](#)

UX UI & FRONT-END | 2018 (8 weeks)

### houseplant

An online plant store for people with black thumbs. I designed, tested, and developed an e-commerce site to help people plant shop confidently.

[More Info](#)

UI & CONSTRUCTION | 2015 (10 weeks)

### striptease

I worked in a team of 20 to create a provocative installation, blending both physical and digital design. I lead the design for the user interface, as well as helping with construction and design. The installation show was attended by over a hundred people and warmly received.

[More Info \(striptease gallery link\)](#)

[Youtube Video](#)

## EDUCATION

UX DESIGN PROGRAM | 2017–present

### Bloc

1000+ hours, intensive UX apprenticeship under professional UX designers.

BACHELOR OF ARCHITECTURE | 2010–2015

**California Polytechnic State University**  
**San Luis Obispo**

## WORK EXPERIENCE

CAD CONSULTANT | 2017–present

### WDA (Warner Design Associates)

Providing CAD training, project support, and technical assistance.

TECHNICAL DESIGNER | 2015–2017

### EDG Interior Architecture and Design

Worked with construction team, engineers, and clients to create luxury hotels and restaurants.

## TOOLS & KNOW-HOW

### UX Design

Draw.io, Balsamiq,  
User flows, User stories

### Digital Prototyping/Research

Sketch, Figma, Invision,  
Usabilityhub, Maze

### Developer Skills

HTML, CSS, Javascript,  
C#, jQuery, Firebase, Git

### 3D Design & Rendering

Unity, AutoCAD, Rhino, SketchUp,  
Blender, Revit, V-Ray

### Adobe CC

Photoshop, Illustrator,  
InDesign, Lightroom, Premiere

### Physical Prototyping

3D printing, lasercutting, working  
with wood/metal/plaster/resin etc.

## SERVICE

UX / UI / FRONT-END | 2018–present

### Code for San Jose

TUTOR | 2018–present

### Read Santa Clara

VP OF EDUCATION | 2017–2018

### Toastmasters Novato