

Wen Chen

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Wen Chen is a designer with five years of work experience in visual and UX/UI design, specializing in high-fidelity prototyping, web design, and branding. He has worked with Calvin Klein, American Eagle, Etc., and is excited to create immersive experiences with design and technologies.

Work Experience

Designer

Infinite Objects April 2022 - Current

- Redesigned company websites across responsive platforms with designers, engineers and product managers.
- Created motion graphics and concept art for artists and brands including ESPN, Squanch Games, and Chicago Cubs.

Digital Designer

TH Experiential Jul 2021 - April 2022

- Designed user experiences and UI for marketing campaigns, websites and apps, clients including Calvin Klein and American Eagle, etc.
- Direct the visuals of digital marketing campaigns and managed 8 interns.

Junior XR Developer

Unity College Aug 2020-Sep 2021

- Designed and developed a whale simulation game with Unity and blender.
- Collaborated with 3D designers, engineers and managers to release the game in 2021.

Visual Designer

BIOS Monthly Mar 2018-Jul 2019

- Organized more than 24+ photoshoots with artists, actors, and directors.
- Designed the visual and motion graphics for social media campaigns, which resulted in over 3k likes and 10k followers on Instagram.

Awards

Honorable Mentions (Top 20)

Adobe Creative Jam w/Netflix 2020

Red Burns & TSOTA Scholarship

New York University 2020

Education

New York University

MPS, Interactive Telecommunications
2019-2021

National Chengchi University

BA, Advertising
BS, Digital Content & Technology
2015-2019

Skill & Software

Skill

Product Design, User Interface, User Experience Design, Flows, Wireframing, Prototyping, Augmented Reality, Virtual Reality, Game Development, Photography, Chinese, English

Design

Illustrator, Photoshop, Premiere, After Effect, Adobe XD, inDesign, Sketch, Figma, InVision

Production

Spark AR, Blender, Unity, Unreal Engine

Programming

JavaScript, HTML, CSS, A-frame, Three.js, Processing, Git, C#