

# 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#