

BONNIE SUN

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SUMMARY

My passion is to understand people and their complex behaviors so I can design empathetically with their needs in mind. As a designer, my goal is to connect people with our ever-changing society through innovation and good design.

I love adventure! I'm a snow boarder and a scuba diver. Our world is beautiful so I might as well explore it!

SKILLS

Digital

- Figma
- Invision Studio
- Adobe XD CC
- Framer
- Axure RP 9
- VRED
- Balsamiq
- After Effects
- Photoshop
- Illustrator
- Indesign
- HTML & CSS

Research

- Usability Testing
- Card Sorting
- Journey Mapping
- Market Analysis
- SWOT Analysis
- 2x2 Matrix
- User Interviews
- Observation
- Task Analysis
- Storyboarding
- Persona Building

Communication

- English (Native)
- Mandarin
- Cantonese

EDUCATION

GEORGIA INSTITUTE OF TECHNOLOGY

BS Industrial Design 2021

Atlanta, GA

Jan 2018 - Present

GPA: 3.71

EXPERIENCE

SAMETUNES LLC

Co-Founder & UI/UX Design Lead

May 2020 - Present

Atlanta, Georgia

- UI/UX design lead for a music social media platform allowing users to track their music tastes & compare and discover new music through friends.
- Led customer interviews to discover music listener needs and used insights to direct product decisions.
- Developed user interfaces for mobile and desktop website.
- Guided team of developers to ensure consistent design language throughout application.

BITS OF GOOD

Product Designer

July 2020 - Present

Atlanta, Georgia

- Collaborated with developers to build a scheduling platform for Georgia Tech students which integrates new features including the ability to view class prerequisites, real-time seating information, and class locations.
- Determined project scope by conducting user research through surveys on student needs.
- Used Figma to create mockups and wireframes for the development team.

PROJECTS

My CEP Social

Dec 2020

- Designed social features to help people with mild cognitive impairment (MCI) socialize within the Emory Cognitive Empowerment Program.
- Utilized various research methods such as conducting stakeholder interviews, observing live brain training sessions, and reviewing reports on MCI to better understand the user's medical condition.
- Prototyped high fidelity mockups to be easily accessible to those with MCI, limited technological knowledge, and low visual acuity.

FiscEvo

Dec 2019

- Designed a gamified budgeting app targeted towards younger audiences emphasizing fiscal responsibility through a reward system.
- Conducted interviews on user budgeting methods and motivations.
- Created wireframes, interactive mockups, and high fidelity prototypes to test game budgeting integration.

VR Project: Athena

Sept 2019

- Built a VR collaborative learning tool for online students.
- Optimized interface and experience for the Oculus Rift S.
- Engaged in multiple rounds of testing to gather insight on how users navigate the interface using Oculus controllers.