

# Susan Cho

www.susancho.com // hello@susancho.com // (408) 314-1726

I am a **product designer** with expertise in design vision, prototyping and front-end development. I also love design operations because it empowers great teams to create great products.

I am **seeking** a position in the Bay Area where I can shape product strategy by delivering customer value and refine my design skills through the development of the next generation of designers.

## Education

Rhode Island  
School of Design  
2007  
BFA Industrial Design

## Design Skills

Design Operations  
User Research  
Wireframing  
Prototyping  
Interaction Design  
Usability Testing  
Mobile Design

## Design Tools

Sketch  
Invision  
Proto.io  
Principle  
Figma  
Photoshop  
Illustrator  
After Effects

## Development

Objective-C  
Cocos2D  
Unity  
HTML/CSS/JS  
JIRA  
Agile  
Git

## Interests

Games/AR/VR  
Powerlifting  
Anime  
Cats

## Lead UX Designer, Episode Interactive R&D // Pocket Gems

June 2019 - January 2020

After launching Wild Beyond, I joined an experimental R&D team that was responsible for developing new game systems for Episode. I defined Episode's formal design process in collaboration with product leads and implemented a user research process designed for Episode's agile development timeline. I also trained and developed 2 designers on Episode internal teams.

## Lead UX Designer, Wild Beyond // Pocket Gems

July 2017 - June 2019

I led the design vision, informed product direction, and managed 3 designers through a worldwide launch. I designed several features and overhauled the information architecture of the game resulting in positive impact to early retention and conversion. I co-authored the company's UX career track, established the company's first cross-studio design meetings, and cultivated team culture through collaborative training, presentations, and team events.

## Senior UI/UX Designer, Core Studio // Pocket Gems

July 2014 - July 2017

During my time as senior designer, I contributed to the launch of 3 products and mentored 3 designers. I owned end to end design from concepting, wireframing, and prototyping to final visual design and front-end development. I also lead the upgrades to the internal UI toolset to improve efficiency across multiple studios. I also revamped the hiring process for designers.

## UI Designer, Casual Studio // Pocket Gems

July 2012 - July 2014

I was the sole designer contributing to 3 live products. My work involved concepting, wireframing, and visual design for in-game features. I strengthened the role of UI designers at the company by expanding responsibilities into implementation and creating multiple tools to improve efficiency across UI and asset pipelines.

## UI Designer // Kiwi Interactive (Closed)

May 2010 - May 2012

I designed all of the user interface for a launched product including iconography, typography, and related in-game assets. I also managed the pipeline for multiple production artists, while developing systems for quality control. I designed the menu flow, interface and created several character designs for an additional concept title.