



Stella Chen

Motion Design
UI/UX
Graphic Design
Illustration

stellachen.design@gmail.com
stellachen.info

EDUCATION

Sep 2020 – Aug 2024

ArtCenter College of Design

Pasadena, California

Bachelor of Fine Arts in Illustration with
Distinction, specialization in Motion Design

Minor in Business

Minor in Designmatters

May 2023 – Aug 2023

Safe Niños: Concepción

Concepción, Chile and Pasadena, California

Participated in a program developed for a children's burn treatment hospital in Chile. A team of 12 students collaborated to assist the COANIQUEM Hospital to design their new campus. My role within the team was creating motion graphics and illustrations, including motion GIFs and 3D space mockups designed for the new campus environment.

EXPERTISE

Proficient in:

After Effects, Photoshop, InDesign, Miro, Illustrator, Lightroom, Acrobat, Figma, Keynote, Procreate, Slack, Bridge, Pages

Familiar with:

Cinema 4D, Redshift, Final Cut Pro, Audition, Media Encoder, KeyShot, HTML/CSS, JavaScript, Processing, Webflow, Google Slides, Google Workspace

Design:

Motion design, UI/UX design, identity design development, illustration, storyboard design, title sequence design

Languages:

Fluent in English. Native in Mandarin.
Conversational in Shanghainese.
N2 conversational in Japanese.

RECOGNITION

Dec 2022 – Apr 2024

ArtCenter Student Gallery

The Moth (title sequence)

Taxi Driver (title sequence)

StubHub (identity design)

SCHOLARSHIPS

2020 – 2024

ArtCenter Undergraduate Scholarship

2023

ArtCenter Donor Scholarship

Diversity and Access Travel Stipend Award

ArtCenter100 Scholarship

EXPERIENCE

Feb 2025 – Present

Product Designer I

Beats by Dre (Apple Inc.)

Culver City, CA

Created designs for custom and partnership programs, ensuring cohesive color palettes and precise documentation. Reviewed samples, renders, and presentations for production and executive approval. Managed archives and collaborated in a dynamic hybrid environment.

Aug 2024 – Present

Freelancer

- Created a motion effect package for TikTok, enhancing user engagement with dynamic visuals.
- Designed branding, UI elements, and promotional materials for mobile apps.
- Developed ad campaigns and motion graphics for diverse clients.
- Produced cross-platform visuals to strengthen brand identity and engagement.

Dec 2024 – Jan 2025

UI/UX Designer

Anachron Inc.

Designed and delivered an intuitive application connecting hosts, events, and attendees. Conducted user research, created wireframes and prototypes, and collaborated with cross-functional teams to develop a functional MVP.

Sep 2023 – Dec 2023

Motion Design Intern

Plucky

Burbank, California

Assisted the creative team with illustrating motion graphics in Cinema 4D, editing images, and creating style frames for title sequences. Contributed to presentation decks and idea pitches for projects including *Five Nights at Freddy's* title sequence.

Jan 2023 – May 2023

Teaching Assistant

ArtCenter College of Design

Pasadena, California

Assisted Professor Leonard Konopelski with Communication Design 2, supporting students in poster design and process books. Managed attendance and administrative tasks.

Jul 2022 – Aug 2022

Public Installation Art

Yangpu Theatre

Shanghai, China

Collaborated with artists, students, and professors from Tongji University on an installation for a rebuilt city theater's ceremony.

Mar 2022 – May 2022

Marketing Assistant Intern

Bvlgari

Shanghai, China

Supported customer relations and email communication during the pandemic. Assisted with promotional events like "520 Day for Lovers" and marketing activities.