



## EDUCATION

Sep 2025 – Dec 2026 (expected)  
**University of Washington, Seattle**  
Seattle, Washington  
Master of Communication in Digital Media

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  
Created motion graphics, GIFs, and 3D mockups for COANIQUEM Hospital's new campus, collaborating with a 12-member design team.

## 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, Midjourney

### Design:

Motion design, UI/UX, identity design, storyboard design, title sequence, AIGC, illustration, editorial design

### Languages:

Professional in English. Native in Mandarin. Conversational in Shanghainese. JLPT N2 in Japanese.

## RECOGNITION

2025

### Finalist, iF Design Award 2026

Breathscape

### Graphis New Talent Awards 2025

Evernote Rebranding (Honorable Mention)

2022 – 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 – Aug 2025  
**Product Designer I**  
Beats by Dre (Apple Inc.)  
Culver City, CA

Developed graphic and branding designs for custom and partnership programs such as NCAA and Nike, maintaining visual consistency and precision. 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 CapCut
- 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

Anachrion 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

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

## Stella Chen

Motion Design  
UI/UX  
Graphic Design  
Illustration

stellachen.design@gmail.com  
stellachen.info