



Stella Chen

Motion Design
UI/UX
Graphic Design
Illustration

stellachen.design@gmail.com
stellachen.info

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