

Julia Hsu

Motion Graphics/ User Interface Designer

About Me

I graduated from School of Visual Arts with a MFA degree of Computer Art in 2009. For the past few years I have worked on various forms of projects, including UI design, motion graphics, installations, apps, VR..etc. I have always loved to explore what design and animation could bring to our experiences.

Contact:

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<http://chihwei.carbonmade.com/>



Education

2009 Master of Fine Arts (Computer Art)

School of Visual Arts, New York

2004 Bachelor of Business Administration

Soochow University, Taipei

2016 Animation Bootcamp/Design Bootcamp

schoolofmotion.com

Advanced Javascript

Information System Training Program,
National Taiwan University

Skills (Tools I usually use)

Design	Photoshop, Illustrator
Animation	After Effects, Cinema 4D/ X Particles
Interaction	Unity 3D HTML/CSS/Javascript

Experience

Principal Specialist @ HTC

MAR 2014 - FEB 2018

Designing and creating motion graphics, video related elements, key visuals and UI simulations for new products.

Interface Designer @ TechArtGroup

SEP 2012 - JAN 2014

Collaborating with engineers to define and refine User Experiences. Designing and create all kinds of visual elements or interactive projects.

Designer @ BenQ

OCT 2011 - SEP 2012

Designing User Interface, widgets and packages for TV, projectors, and mobile phones.

Freelance Designer/Animator @ New York & Los Angeles

FEB 2009 - Feb 2011

I worked as an intern first at Curious Pictures, and then a freelance designer/animator there. Afterwards, I have worked for several studios like Panda Panther, Heavenspot...etc.

Designing and animating projects from NIKE, Gillette, PBS...etc.

Associate Business Director @ GoldenChang Industrial Co.

JUNE 2005 - JUNE 2006

I worked in the sales department for a shoe company in China before going to New York. The company manufactures shoes for Timberland, Dr. Martens, CAT...etc.

Exhibition & Film Festival Selection

Someone or Something(Master Thesis Project)

2010 Atlanta Film Festival, USA

2010 Byron Bay International Film Festival, AUSTRALIA

2009 Up and Coming Film Festival, Hannover, GERMANY

2009 Bolzano Short Film Festival, ITALY

Microsoft Second Reality(work for TechArtGroup)

2012 Digital Art Festival Taipei

The Dream Journey in Taipei(work for TechArtGroup)

2013 Pavilion of Dream, TAIPEI

Paper | Print (VR project with friends)

2016 Information Technology Month, TAIPEI

2017 Taipei International Book Exhibition

2017 Smart City Summit & Expo, TAIPEI

