

Ellie Huang

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1-514-652-8711

Experience

Associate Production Manager | Motive Studio, Electronic Arts

November, 2023 - Present / Montreal, Canada

- Working with the Leads, Producers, and other Development Directors to establish and communicate project goals, goals, plans, and milestones to the project team.
- Coordinating with Gameplay team to meet their sprint/release goals, organize resources in planning, tracking, and reporting on the work.
- Identifying and analyzing project risks; develop mitigation plans for them.

Graduate Research Assistant | Bodies in Play Lab, OCAD University

November, 2021 - Present / Toronto, Canada

- Leading an Artist Residency program themed on Wearable Electronics, Game Design and Mixed Reality (AR/VR).
- Creating 30+ visual assets including 2D Illustrations, Posters and 3D Assets for Wearable and Mixed Reality workshops and game jams.
- Conducting UX Research and Usability Study for VR Play-testing prior to game jams.

Student Design Researcher | University Health Network

June, 2022 - February, 2023 / Toronto, Canada

- Designed and prototyped a gamified e-learning module on a web-based platform for the Sexual and Gender Diversity in Cancer Care Program.
- Created 50+ visual assets including avatars and environments, and UI components including Design States, Icon System, and Style Guides.
- Led the design process in UX Research, Competitor Analysis, User Journey, Information Architecture, Low-fi and High-fi Prototypes.

Public Information Intern | United Nations Economic and Social Commission for Asia and the Pacific

March, 2021 - August, 2021 / Bangkok, Thailand

- Matured a preliminary design system for ESCAP public information - touch points include Visual Template, Icons, Graphs/charts and Logic, increased engagement by over 60%.
- Designed and prototyped ESCAP Commission App on IOS and Android platform in collaboration with developers and designers.

Branding and Communication Intern | World Wide Fund for Nature

June, 2020 - September, 2020 / Beijing, China

- Launched "Create for Good" Tencent PSA campaign targeting 2 million audiences.
- Crafted H5 mobile game wireframes for Pangolin protection campaign.
- Designed and delivered 25+ visual materials and assets for Yangtze River wildlife protection including Postcards, Posters, Brochures and Banners.

Education

OCAD University

2021 - 2023 / Toronto, Canada

- M.Des Digital Futures
- Honorable Mention, Named to President's Award

University of the Arts London

2020 - 2021 / London, UK

- M.A Applied Imagination
- Graduated with Distinction

Mount Holyoke College

2015 - 2019 / South Hadley, USA

- B.A Studio Arts; Minor in Italian
- Graduated with Magna cum Laude

Skills

Design

Interaction Design, Visual System Communication, Design Theory, Graphic Design, Rapid prototyping, Physical Computation, Concept Sketching and 3D Modeling

Research

User research, Journey Mapping, Affinity maps, Usability tests, Focus groups, Surveys, Competitor benchmarks, Data Analysis

Tools

Figma, Sketch, Adobe XD, Photoshop, Illustrator, InDesign, Webflow, Unity, Unreal Engine, Blender, Cinema4D, Arduino

Languages

English, Chinese, Italian, Japanese, HTML/CSS, JavaScript, ReactJS, C#