



**BERNICE  
WONG**

Illustrator, Graphic Designer + Motion Designer

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## EDUCATION

**Parsons School of Design**

Class of 2022 | GPA: 3.98

BFA Major in Illustration;

Minor in Communication Design

## PROGRAMS

Photoshop, Illustrator, Indesign,  
After Effects, Premiere Pro, Figma

## SKILLS

### Illustration

Traditional Illustration  
Digital Illustration  
Character design for Game  
Concept Art for Game  
Silk Screen Printing  
Risograph Printing

### Graphic Design

Branding  
Art Direction  
Animation & Illustration

### Motion Design

2D Animation  
Cel Animation  
Motion Graphics

## LANGUAGES

English, Cantonese, Mandarin

## WORK EXPERIENCE

◆ 07/2021 - present

### MAS

*Creative Resident | Brooklyn, NY*

- Worked with creative team on “real life” events and digital marketing campaigns
- Utilized 2D and UX/UI design skills for branded experiences
- Assisted innovation and development of brand systems for clients

◆ 11/2021 - 05/2021

### Basement Games Studio

*Character Design/Concept Artist | New York, NY*

- Researched and developed character design concepts
- Illustrated compositions for marketing collateral
- Collaborated to produce customizable items for in-game use

◆ 04/2021 - 08/2021

### East Meets West

*Branding and Graphic Design Intern | Remote - Seoul, KR*

- Conceived logo and brand guidelines for projects “KbeautyFest Global” + “KbeautyFest Live”
- Devised social media templates, powerpoint templates, poster templates etc. assets as part of branding suite

◆ 05/2021 - 06/2021

### The Muttly Crew LLC

*Branding Awareness & User Engagement Intern | Remote - New Jersey, NY*

- Led the Social Media Strategy for global “COVID Furteen TM Competition”
- Directed Social Media Content for IG, FB and Twitter, including design, illustrations and videos