



**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

Adobe Creative Suite, Figma

## SKILLS

2D

Art Direction

Branding

Graphic Design

Illustration

Experience Design

Motion Design

Typography

UX/UI

Motion Design

2D Animation

Compositing

Cel Animation

Motion Graphics

## LANGUAGES

English (Native)

Cantonese (Fluent)

Mandarin (Intermediate)

## WORK EXPERIENCE



10/2022 - present

### HUSH

Design Intern | Brooklyn, NY

- Works with the creative team on interactive/data-driven/technology-forward installations and experiences
- Devises 2D design, UX/UI and motion design for projects
- Works on creative strategy and concept development



07/2022 - 10/2022

### MAS

Creative Resident | Brooklyn, NY

- Worked with the creative team to design real life events and digital marketing campaigns
- Composed 2D and UX/UI design for branded experiences
- Assisted innovation and expansion of brand systems for clients



11/2021 - 05/2022

### Basement Games Studio

Character Design/Concept Artist | New York, NY

- Researched and developed character design concepts
- Created illustrations for marketing purposes
- Developed large number of customizable items for in-game use



04/2021 - 08/2021

### East Meets West

Brand Designer | 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