



**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

10/2022 - present

HUSH

Design Intern | Brooklyn, NY

- Works with design team to create large-scale technology-forward and data-driven experiences
- Pioneers 2D, UX/UI and motion graphics for experiential design
- Devises design concepts and develops pitch decks to clients

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 development 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
- 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