

# Grace Ling

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## EDUCATION

**Santa Clara University**, Santa Clara, CA

Expected Graduation: June 2021

Master of Science, Computer Science and Engineering

**Santa Clara University**, Santa Clara, CA

Graduation Date: June 2019

Bachelor of Science, Major: Bioengineering, Minor: Computer Science and Engineering

## SKILLS

◇ **Applications:** Figma, XD, Illustrator, Photoshop, Unreal Engine, Unity, Autodesk Maya, Vim, Visual Studio

◇ **Programming Languages:** C, C#, HTML, CSS

◇ **Foreign Language:** Mandarin Chinese

## EXPERIENCE

**User Experience Design Intern, Electronic Arts**

June 2020 - Present

◇ Create wireframes and high-fidelity mockups of web and mobile interface designs.

◇ Conduct usability testing to validate designs.

◇ Member of the Intern Social Committee team and host intern (virtual) social events.

**Founder and Design Lead, Design Buddies Community**

April 2020 - Present

<https://designbuddies.community/>

◇ Founded inclusive community of 3,500+ members in under 3 months through organic growth.

◇ Manage a team of 10 admins to develop brand, design website, build community, mentor, and support designers.

◇ Manage partnerships with other companies such as Figma to coordinate events.

**Product Designer, Opal**

March 2020 - Present

◇ Design and prototype high-fidelity mockups of mobile application in Figma based on user and market research.

◇ Collaborate with 4 other designers to ensure design consistency and flow between different parts of the application.

**Virtual Reality Robotic Surgery Game Developer Intern, Intuitive Surgical**

June 2019 - September 2019

◇ Conducted user research through surveying 50+ participants to design and present a simulation game for robotic surgery skill development, utilizing feedback to develop concept art and UX design, C# programming, prototyping in Unity, and user testing.

◇ Collaborated with 20+ stakeholders including software engineers and CGI artists to improve outcome.

**Product Designer and Artist, Candyleaf Designs**

September 2019 - Present

◇ Created a sole proprietorship for art and design, creating finished products using Illustrator and Photoshop.

◇ Freelance and design original art products to sell online on Etsy and at conventions, leading to \$4,000+ in revenues.

**Blogger and Social Media Content Creator, iRunGracePace**

January 2014 - Present

◇ Create daily social media content to inspire healthy living, running, and creativity.

◇ Collaborate with fitness, lifestyle, and food brands including to conduct reviews and giveaways.

◇ Featured in podcast episodes, magazine articles, and other running blogs including Runners World.

◇ Grew a following of over 40,000 through developing a target audience and maintaining a consistent posting schedule

## ACTIVITIES AND LEADERSHIP POSITIONS

**Founder**, Design Buddies Community; **Design Mentor**, Augment Official; **Community Admin**, intern.club; **Event**

**Coordinator**, UX Wizards of South Bay; **Co-President**, Association of Engineering Graduate Students; **Engineering Senior**

**Design Project Team Leader**, Santa Clara University; **Virtual Reality Project Leader**, REAL@Cepheid; **Athlete**, Division 1

Women's Cross Country and Track Team; **Writer and Photographer**, Spoon University Santa Clara Chapter

## AWARDS

◇ **Design:** Imagine That! Design Challenge Award (2018), Hack Quarantine (2020), Hack for Humanity (2019, 2020), Girls Make Games Fellowship (2018), SCU Library Art Exhibit (2019), SCU School of Engineering Art Show Feature (2018, 2019), SCU Homepage Feature (2017)

◇ **Academic:** James W. Reites, S.J., School of Engineering Award (2019), Grace Hopper Scholarship (2018), Dean's List (2017 - 2018), Tau Beta Pi (2018), Hackworth Ethics Fellow (2018), Kuehler Research Grant (2017), Roelandts Research Grant (2016), Cesar Chavez Memorial Scholarship (2015), Red White and Blue Award in Calculus (2015)