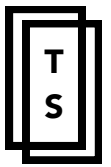


# TIFFANY SUN

DIGITAL EXPERIENCE DESIGNER

**call** 909.569.9791  
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**visit** [tiffanysun.io](http://tiffanysun.io)



## WORK EXPERIENCE

### theCamp

#### Digital Experience Designer

- Conducted a 6 month research project in "Experience Design and Designing for Meaningful Connections"
- Pitch concept to stakeholders to gain and manage a budget of 3k
- Synthesized user interviews, surveys, field research, to create a piece of speculative design as a functioning prototype

October 2017 - Present | Aix-en-Provence, France

### NHS x Hyper Island

#### UX Designer

- Source candidates for user research
- Guerrilla research and observations
- Create visual mocks for presentation
- Lo-fi prototyping and user testing
- Desk research business needs and industry trends

April 2017 - June 2017 | Manchester, UK

### LateRooms x Hyper Island

#### UX Researcher

- Immersive UX research
- Emotion journey mapping
- Customer journey mapping
- User Interviews
- Desk Research
- Synthesis of user insights into broad conceptual ideas
- Facilitate team feedback and reflections to optimize team collaboration and workflows
- Analogous experiences and research

February 2017 - March 2017 | Manchester, UK

### BBC CAPE x Hyper Island

#### UX & UI Designer

- Research neurodiversity navigation challenges related to sequencing difficulties
- Design for accessibility
- Professional interviews
- Prototyping and user-testing
- Created user flows and storyboard to illustrate user journey

February 2017 | Manchester, UK

### Grow Invest

#### UX & UI Designer

- Implement landing page redesign
  - Conduct user research and user testing for iOS and Android
  - Create visual mocks in Sketch, Photoshop and Illustrator
  - Articulate design decisions to product and engineering team to collaborate and iterate on designs
  - Work with develops to understand technical constraints
  - Manage project from inception to development hand-off
- August 2016 - October 2016 | San Francisco, CA

## PUBLIC SPEAKING & WORKSHOPS

#### Talk: "Capsule: Transformative Collisions"

C2 Conference, Montréal, Canada, May 2018

#### Workshop Facilitation: Ideation

Em-Lyon Business School, Lyon, France, February 2018

#### Talk: "The Future of Work: Collaboration & Diversity"

Sodexo, TheCamp, Aix-En-Provence, FR, February 2018

#### Workshop Facilitation: Ideation

TheCamp, Aix-En-Provence, France, October 2017

#### Talk: "Importance of Play in Design Thinking"

Cube3, Manchester, United Kingdom, May 2017

#### Talk: "Power of Making and Breaking Stories"

Ladies that UX, Manchester, United Kingdom, April 2017

#### Workshop Facilitation: Innovation Mashup

Enterprise City UK Festival, Manchester, UK, April 2017

## SKILLS

Sketch, Invision, Flinto, Principle, Photoshop, Illustrator, Adobe XD, Github, HTML/CSS

## SIDE PROJECTS

### MIF Creative 50

Chosen as part of 50 aspiring and emerging artists and creatives from across Greater Manchester to participate in a 3 month program of digital experimentation leading up to Manchester International Festival to make creative responses to the festival program.

### Hot Pocket

My passion for learning the VR space, led to my first working prototype of a 3D game in Unity. You can play it [here](#), and documentation of my process [here](#).

## EDUCATION

### M.A. Digital Experience Design

Hyper Island, United Kingdom

January 2017 — Present

A masters program based on learning by doing.

Working with real clients, I developed digital products, services, strategies, and design consultancy in multi-disciplinary teams with a strong focus on design thinking, prototyping, and emerging technologies.

### B.A in Business Management Economics and Art

University of California Santa Cruz, USA

September 2008 — July 2012