





David Tsai

VISUAL DESIGNER / INTERACTION + MOTION

ABOUT ME

Designer with a digital, print, and broadcast background pursuing an opportunity where I can apply, develop, and consolidate my skills in the areas of research, visual communication, and interaction.

CONTACT

-  perkymind@gmail.com
-  +1 (323)207-6606
-  [perkymind.com](http://perkymind.com)
-  [vimeo.com/perkymind](https://vimeo.com/perkymind)
-  [linkedin.com/in/perkymind](https://linkedin.com/in/perkymind)

EDUCATION

- ELVTR

UX/UI for Gaming

February – June 2023

UI/UX for Gaming

Management, Psychology, and Leadership

- Player Journey, Flow Chart
  - Paper Prototype, Wireframing
  - Visual Design, Scaling
  - Asset Integration, Usability Testing
  - Mockup, Style Guide
- Dribbble

Product Design

March – October 2022

Introduction to UI Design

- Research, User Flow
  - Ideation, Wireframing
  - Visual Design, Scaling
  - Prototyping, Usability Testing
  - Hand-off, Documentation
- Coursera

Google UX Design

April – December 2021

Introduction to UI Design

- Research, User Flow
  - Ideation, Wireframing
  - Visual Design, Scaling
  - Prototyping, Usability Testing
  - Hand-off, Documentation
- University of California, Irvine

BA, Studio Art

2002 – 2004

Skill

- Graphic & Image

- Adobe Photoshop
  - Adobe InDesign

- Adobe Illustrator
  - Figma
- Interaction & Motion

- Figma
  - Adobe After Effects

- Adobe XD
- Video & Integration

- Adobe After Effects
  - Adobe Media Encoder

- Adobe Premiere Pro

WORK EXPERIENCE

- Freelance

DESIGNER | VISUAL / INTERACTION / MOTION

November 2019 – Present

- Project Planning and Development
  - User Research, Product Design
  - Interaction, Motion Design
  - Wireframing and Prototyping
  - Project Consultation, Management
- Buddha Jones LLC

MOTION GRAPHICS FINISHER

September 2017 – August 2019

- Design and Animation for Theatrical, Broadcast, and Game Trailers
  - Prepare Creative Presentation with Storyboards and Styleframes
  - Conform and Upscale Designs into Multiple Formats
  - Render to 4K, UHD, HD, Instagram, and Snapchat Formats
  - Prepare Finalized Textless Renders and Toolkits for Localization
  - Create Graphic/Animation Templates and Toolkits
- Critical Content / MTV

MOTION GRAPHICS ARTIST

July 2017 – August 2017

- Design and Animation
  - Broadcast Assets / Development: Catfish: Trolls (2017)
  - Prepare Finalized Toolkit and Textless Renders for Localization
- Go Go Luckey Entertainment / History Channel

MOTION GRAPHICS ARTIST

July 2016 – March 2017

- Design, Animation, and Compositing
  - Broadcast Assets / Development: The Unexplained (2017)
  - Prepare Finalized Toolkit and Textless Renders for Localization
- Darkmatter / Bethesda Softworks LLC

MOTION GRAPHICS ARTIST

April 2016 – May 2016

- Design, Animation, and Compositing
  - Game Cinematic: The Elder Scrolls: Legends (2017)
  - Asset Preparations
  - Output Finalized Renders
- Realplay Corp.

GRAPHIC DESIGNER

February 2013 – August 2015

- Designer for Print, Corporate, Signs, and Web Graphics
  - Generate Concept and Mock-up Images
  - Brand ID Development and Creation
  - Photographer on Product and Marketing
  - Budgeting and Vendor Negotiation
  - Office Document Form Creation
- Phoenix Satellite Television (US) Inc.

CREATIVE DESIGNER

December 2009 – March 2012

- Creative Designer: Broadcast, Web Banner, Print, and Video
  - Video Editor: News Program, Commercial, and Interview
  - Project management, Digital Content I/O, Artist Coordination
  - Sharing The Communicator Award 2011 as a Creative Designer