

Cindy Ha

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Work Experience

Tapestry—Fall 2022 to present

New York City, Digital Designer
An international fashion company overseeing the Coach and Kate Spade brands.

Worked as part of the Data Analytics team, which develops bespoke enterprise apps that empower users to make data-driven decisions.

Conducted user research and analysis to design features for a variety of apps. This includes a merchandising platform that is used to create efficient product assortments that drive \$7 billion dollars in annual revenue. Also worked on a fashion-specific AI platform.

Happy Cog—Spring 2021

Remote Work, UX Design Intern
A digital agency offering services in design, development, and marketing.

Worked with project managers and developers to create designs for responsive websites. Contributed to digital designs for both non-profits and for-profit businesses.

History Moves—Summer 2020, Fall 2020

Remote Work, UX Designer
An exhibition project that highlights the voices of women living with HIV/AIDS.

Collaborated with historians from the University of Illinois and designers from the University of Cincinnati to create an online exhibition that could be viewed during the pandemic.

HBO—Spring 2019, Fall 2019

New York City, Junior Production Designer
An award-winning premium television network.

Worked within the Program Marketing team to create assets for HBO websites and social media. Designed for campaigns promoting Game of Thrones and True Detective, among other shows.

Education

University of Cincinnati

Bachelor's Degree in Communication Design
Summa cum laude

Skills

- UX Design
- User Research
- Design Research
- Workshop Facilitation
- Prototyping
- Data Visualization
- Motion Graphics
- Video Editing
- Game Design
- Marketing Design
- 3D Modeling
- Brand Design
- Content Creation
- Illustration

Software

- Adobe Creative Suite (incl. After Effects, Premiere, Illustrator, Photoshop)
- Microsoft Office Suite
- Figma
- Cinema 4D
- Unreal Engine
- Unity