

Cindy Ha

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New York City, NY

Work Experience

Tapestry—2022 to present

New York City, Digital Designer
An international Fortune 500 fashion company
overseeing the Coach and Kate Spade brands.

Worked as part of Data Analytics, an internal
SaaS team developing bespoke enterprise apps
to spur technological transformation.

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—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—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—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

Bachelors's Degree in Communication Design
Summa cum laude

Skills

- Product & UX Design
- Motion Graphics
- User Research
- Video Editing
- Workshop Facilitation
- Marketing Design
- Prototyping
- Brand Design
- Data Visualization
- Illustration

Software

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