

Cindy Ha

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New York City, NY

Work Experience

Tapestry—2022 to present

New York City, Product 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.

Worked as a lead designer on a patented fashion-specific data analytics AI platform. Drove user research and created user experiences for a merchandising platform used to create efficient product assortments that drive \$7 billion dollars in annual revenue.

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

Bachelor's Degree in Communication Design

Summa cum laude

Skills

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

Software

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