CHRISTINE WEI
Interaction Designer
(Product Design)

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Skills

Interaction & Product Design
+ Interaction design for complex systems
+ User flows, states, and edge-case thinking
+ High-fidelity prototyping and iteration
+ Design critique communication
+ Cross-functional collaboration

Design & Prototyping Tools
+ Figma
+ Adobe Creative Suite (Photoshop, Illustrator, After Effects, InDesign)
+ Miro
+ Cinema 4D (familiar)

Languages
English (Fluent)
Mandarin (Proficient)

Education

09.2015 – 12.2021
ArtCenter College of Design, Pasadena, CA
Bachelor of Fine Arts in Graphic Design
Graduated with Distinction

Recognition | Selected

+ Core77 Design Student Notable – Packaging
+ Hoffmitz Milken Center for Typography Gallery
+ ArtCenter Student Gallery (selected projects)

Experience

03.2023 – Present
Designworks, A BMW Group Company, Santa Monica, CA
Interaction Designer (Product Design)
+ Designed interaction flows, states, and system behaviors for BMW products and third-party client applications, including the My BMW App, Sidewalk Transit Amenities Program App, and the BMW Digital Twin presented at CES 2023.
+ Supported production-level app design within existing design systems by contributing interaction and UI solutions in Figma, ensuring consistency across established BMW and client product surfaces.
+ Designed future in-car and mobility experiences by creating interactions that span digital interfaces and physical environments, considering how users experience systems holistically across multiple touchpoints.
+ Clarified interaction intent and edge cases through high-fidelity prototypes and design reviews.

03.2022 – 03.2023
Designworks, A BMW Group Company, Santa Monica, CA
Junior Interaction Designer (Product Design)
+ Contributed to interaction flows and prototypes for BMW digital and in-car experiences, supporting concept development for future-state projects.
+ Created interaction and motion concepts using Figma, Cinema 4D, and After Effects to explore behaviors and communicate design intent.
+ Supported cross-functional design reviews by refining prototypes and incorporating feedback, improving clarity and feasibility as concepts progressed.

10.2021
Pastilla, A Creative, Marketing & Digital Agency, Pasadena, CA
Freelance Designer
+ Designed logo explorations and brand collateral by translating brand goals into visual directions, resulting in concrete identity options used to guide stakeholder alignment.
+ Shaped visual identity system direction by iterating on concepts with the art director and design team, contributing to a program that launched with the City of Los Angeles.

01.2021 – 09.2021
Pastilla, A Creative, Marketing & Digital Agency, Pasadena, CA
Design Intern
+ Designed UI and interaction concepts for client and internal projects by supporting research, system exploration, and production-ready website design.

09.2020–12.2020
ASUS Sponsored Design Project (ArtCenter College of Design), Pasadena, CA
Interaction Designer (Academic Project)
+ Developed interaction concepts for future creative workflows through cross-disciplinary collaboration; project outcome resulted in intellectual property purchased by ASUS.

05.2020 – 08.2020 | 09.2019 – 12.2019
ArtCenter College of Design, Pasadena, CA
Teaching Assistant
+ Supported instruction and critiques for typography and 3D motion courses, assisting students with layout, composition, and Cinema 4D workflows.