

Christina Lan

UI/UX Developer with a background in art and sound

WORK EXPERIENCE

Craft Worldwide - Creative Developer | NYC. October '21 - September '23

Stack: Node, Gulp, Greensock, HTML, CSS, Figma, Sketch, Adobe Creative Cloud

- Build dynamic advertisements using a combination of Adobe Suite tools and programming languages
- Lead design choices with clients, incorporating feedback from disparate teams and finalizing work with fast turnarounds, reducing the number of QA rounds in order to adapt banners more efficiently for global use
- Collaborate and refine project designs on Figma and Sketch, improving upon past iterations

CLL Webbing - Freelance Designer and Developer | NYC. August '20 - Current

Stack: Next.JS, React, Node, Firebase, JS, HTML, CSS, GLSL, After Effects, Figma, Wireframing, User Testing

- Indonesia, a NYC music label: design a clean site with four tabs that involve different label needs, one for showcasing music, one for buying products, and one for upcoming projects
- *Maplibs!*, a website for artist Chandra Christmas-Rouse: design the form based on the classic game, the display of user media, and the 3D world with interactive scrolling, inviting residents to imagine a broader community
- Rise, a website for a corporate yoga instructor: balance professional designs with creative page interactions

Sokoke Labs (A Web3 & NFT game startup) - Front-end developer | NYC. April - Jan '23.

Stack: React, ThreeJS, Typescript, Node, Metamask, Web3, Materialize.css

- Build reusable components used globally across the entire game platform, including a custom music player that integrates Soundcloud's limited API with React hooks
- Develop a separate viewer application for the game's minted assets, adding unique interactive functionality and post-processing reflective shaders
- Collaborate with other game developers, writing and synthesizing WebGL and spatialized audio effects with a large, existing codebase, as well as testing new features across multiple branches

Wand App (AI-powered creative tool) - Creative Developer | NYC. September '23

- Design and animate brand-amplifying assets used within the wand tool; consult on the application's user experience

PROJECTS

Birbs - Solo Project | Fall 2023

[Project](#) | [Github](#)

Stack: React, Firebase, Tailwind, Figma

- As a fan of Merlin Bird ID and Cornell Lab, create an easier and faster way to access recently-spotted birds in any region of the world utilizing Cornell's eBird API for geo-spotting and Wikipedia's API for relevant facts

Lysol Spring - Craft | Spring 2023

Stack: JS, HTML, CSS, After Effects, Figma, Jira, Motion Graphics

- Build 10 unique sizes of dynamic advertisements, combining custom typography, illustration, and photo assets; in total, animating over 100 2D flowers to look three-dimensional and realistic
- Collaborate with the sales team to find creative solutions to meet tight deadlines and strict format requirements

EDUCATION

New York University (2021) - IMA Low-Residency / Interactive Telecommunications Program (MFA)

Relevant courses: Connections Lab (Full-stack Semester), Local Data (D3), Interface Lab, Radical Networks (p2p networks)

Duke University (2015) - B.S. Economics

SKILLS

Design: Figma, Photoshop, After Effects, Motion graphics, Cinema 4D, Premiere, Illustrator, Sketch, Blender, Unity, Celtra

Front End: Javascript(ES6+), React, Typescript, CSS3, HTML5, SASS, JSON, Bootstrap, C#, Wordpress

Back End: REST, Node, Express, MongoDB, SQL, Socket.io, Firebase

Methodologies & Testing: Agile, Mobile First Design, Responsive Design, OOP, Git, JIRA, NPM

Languages: English (native), Mandarin (speaking), Spanish (working proficiency)