

Sherry Yan

syan204@stanford.edu | sherryyan.world | [Linkedin](#)

EDUCATION

Stanford University, Class of 2026

B.S. Design (AI and Digital Track), Minor – Art Practice, GPA – 3.68

Alpha Kappa Delta Phi Sorority, Leland Scholar Program, Design for America

SKILLS

Creative – UX/UI Design, Graphic Design, Motion Design, User Research, 3D Modeling, Typography

Technical – Figma, Adobe Suite, Procreate, Blender, Canva, Python, C++, React.js, Microsoft Office

Soft – Communication, Conflict Resolution, Time-Management, Critical Thinking, Presenting

RELEVANT COURSEWORK

Visual Thinking, Visual Frontiers, Design Sketching, History & Ethics of Design, Design in Play, Programming Abstractions, From Language to Information, Organization: Theory and Management

DESIGN & MEDIA EXPERIENCE

The Design Kids Studio – Graphic Designer, January 2024 - Present

- Compiled and designed the "Year in Review" report to summarize all dorm events and artwork created during the academic year, distributed to the Ng Family Donors. (Ng House Project)
- Produced re-designs and pitched a new logo, establishing cohesive brand colors, fonts and templates for studio communication and platform. (DK Identity Project)
- Organized a rigorous personal production timeline to align with and meet multiple projects' different deadlines.

Stanford Center for Professional Development – Live Video Operator, January 2024 - Present

- Demonstrated problem-solving skills by swiftly addressing unexpected technical issues, coordinating with team members, and adjusting content on-the-fly to ensure smooth live programming for 1000+ Stanford and SCPD students.

Asian Woman Alliance – Design Fellow, December 2023 - June 2024

- Managed AWA social media, designing Instagram posts to promote organization events, workshops and speakers.
- Oversaw logistics of AWA's quarterly photoshoots, including concept development, location scouting, photographer recruiting and scheduling

Kodely – Design Education Lead, October 2022 - March 2023

- Led classes teaching design, engineering, and game development to students at Oak Knoll Elementary using Microsoft MakeCode.

Omnibyte Technology – UX/UI Design Intern, February 2021 - May 2021

- Worked with the design team on improving software icons and producing frameworks using Balsamiq software.
- Worked closely with company mentors on integrating a new language translation to their product, FormsPro.
- Presented final work to the design team and Director of Product and Customer Experience, Sonya Berry.

CREATIVE PROJECT EXPERIENCE

Immerse the Bay XR Hackathon – 3D-Model Designer & Creative Lead

- Built a productivity app prototype, ReelXR, in Virtual Reality that helps maintain player posture.
- Designed 3D assets to integrate into the virtual space; Storyboarded interactions
- Won 1st in *Best Use of ShapesXR* category.

On Edge Escape Box & Tiger Moms Card Game – Graphic Designer & Creative Lead

- Designed end-to-end graphics and artwork of both games in figma, including cover art, logo and color.