

Audrey Chung

Atlanta, GA | 404-940-7350 | audschung@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#)

EDUCATION

Georgia Institute of Technology

M.S. in Digital Media | GPA: 4.00

Aug 2024 – Present

- Graduate Research Assistant

B.S. in Computational Media | GPA: 3.78, Dean's List

Jan 2021 – May 2024

- Indonesian Student Association Vice President & Former Creative Director, GT Animation Club President

TECHNICAL SKILLS & SOFTWARE

Programming – P5JS, JQuery, ReactJS, HTML/CSS, C/C++, C#, Java,

Technical – Videography, Audio Design, Cinematography, Color Grading, Game Development

Creative – UI/UX Design, Brand Identity, Graphic Design, Prototyping, Wireframing, Digital Illustration

Software – Drupal, Unity, Figma, Gatsby, VS Code, Blender, Premiere Pro, DaVinci Resolve, Audition, Animate, Illustrator, Godot, Clip Studio Paint

Languages - Indonesian, English

PROFESSIONAL EXPERIENCE

[LearnQM](#), Georgia Tech

August 2024 – Present

Graduate Research Assistant, Atlanta GA

- Developing interactive digital visualizations to assist students in learning quantum mechanics in D3 & P5JS
- Collaborating with a quantum mechanics professor to iterate designs on **Figma** and implement prototypes.
- Refactoring code and building onboarding documentation for incoming developers

Sodexo

June 2024 – August 2024

UIUX Intern, Remote CA

- Redesigned internal AI assistant through UX research, identifying issues, and improving accessibility of product.
- Redesigned **PowerBI** dashboards to improve data visualization and analysis that satisfies four stakeholder issues.
- Tested usability of employee communication hub and gave feedback on improvements to the development team.

Bank Central Asia

May 2023 – July 2023

Design Strategy Intern, Jakarta Indonesia

- Spearheaded an initiative to document and standardize UI elements to improve onboarding for new designers
- Collaborated in software user testing research for UX prototyping by interviewing three regular users and incorporating their feedback based on identified accessibility, intuitiveness, and information overload issues.
- Engaged in weekly UI/UX prototyping workshops that covered topics such as wireframing and low fidelity prototyping.

Childhood Cancer Society

May 2023 – August 2023

- Served as a storyboard artist and concept developer to guide animators towards creative vision, and created animated characters intended for repeated use.
 - Animated numerous scenes for an animated Instagram charity series in Adobe Animate by incorporating feedback from the creative director, leading to increased viewership and increased fundraising awareness.
 - Actively engaged in weekly meetings with animators, creative supervisors, and company leads to review project milestones, discuss feedback, and approve final scenes.
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LEADERSHIP EXPERIENCE

[VIP Empathy Bytes](#) | *Lead Designer Developer*

August 2022 – December 2023

- Lead a team of six frontend developers & designers in an interdisciplinary research project to increase UI/UX accessibility by fostering effective collaboration and communication, leveraging ReactJS and Gatsby.
- Built extensive onboarding documentation for new members for after I graduate

[Animation Club](#) | *President, VP*

August 2023 – May 2024

- Hosting student-led animation workshops, and managing internal announcements and communication.
- Currently a shot animator for 2025 semester project, contributing to finishing our first pre production plan.

Indonesian Student Organization | *VP, Creative Director*

August 2022 – May 2024

- Managed internal organization and delegation of responsibilities, as well as overseeing smooth operation of tasks.
- Successfully planned and organized two annual cultural events.
- In charge of all marketing visuals and materials as creative director, increasing social media engagement by 15%.

PROJECTS

[Scenes](#) | *App Designer & Frontend Developer*

Nov 2024 – Dec 2024

- Collaborated in team of four to build an speculative app in P5JS about Internet privacy and hypervisibility
- Designed app and branding on Figma and implemented in HTML/CSS

[ExoNatural - The Beyonds](#) | *Digital Illustrator*

April 2023 – May 2023

- Collaborated in a team of three to write and illustrate a guidebook for a fictional Afrofuturist game
- Illustrated landscapes and did linework based on team members' sketches