

# HAN WANG

## UI/UX DESIGNER

### OBJECTIVE

I love to bring ideas to life with the touch of great design.

### QUALIFICATIONS

- 3 years experience in graphic design; proficient in **Photoshop** and **Illustrator**.
- Knowledgeable in web development, familiar with **HTML**, **CSS** and **JavaScript**.
- Experienced in post editing software, such as **After Effects**, **Premiere** and **DaVinci Resolve**.
- Additional language skills include native mandarin and basic conversational French.

### EXTRACURRICULAR ACTIVITIES

#### DESIGN DIRECTOR | KWchannelOne

- Developed graphics for product illustrations, logos, and websites.

#### CLUB REPRESENTATIVE | UX BUSINESS CLUB

- Displayed strong planning and management abilities in the process of organizing events throughout the term.

### INTERESTS



photography



painting



cooking



travelling

### EXPERIENCES

#### MIZZLE MEIDIA | CO-FOUNDER

Waterloo, ON

20 Sep 2015-Current

- Major projects include:  
**Director** for Short film "Together". 6K views on YouTube.  
**Producer** for Music video "WHY NOT?". 25k views on Youtube.  
**Photographer/videographer** for promotional video for The Voice of Waterloo.

#### DIGILIGHT | DESIGN DIRECTOR ASSISTANT

Yinchuan, China

May 2016 - August 2016

- Coordinated with detailed business requirements identifying. Meet with the art director to determine the scope of a project.
- Created designs, concepts, and sample layouts, based on knowledge of esthetic design concepts.

### EDUCATION

#### BACHELOR OF GLOBAL BUSINESS & DIGITAL ARTS, CLASS OF 2018



University of Waterloo

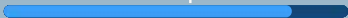


Sep 2014-Current

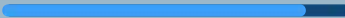
Awards: University of Waterloo Merit Scholarship

### TECHNOLOGY SKILLS

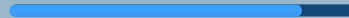
Adobe Photoshop



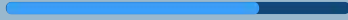
Adobe Illustrator



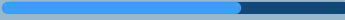
Adobe Premiere



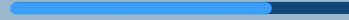
Adobe Audition



Adobe After Effects



HTML / CSS



DaVinci Resolve



JavaScript

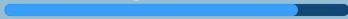


Microsoft Office

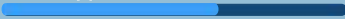


### PRACTICING AREAS

UI/UX Design



Prototype



Video post-production

