

Pang Jia Qi

Project Portfolio



First Project

Period Application Design

Tool: Figma

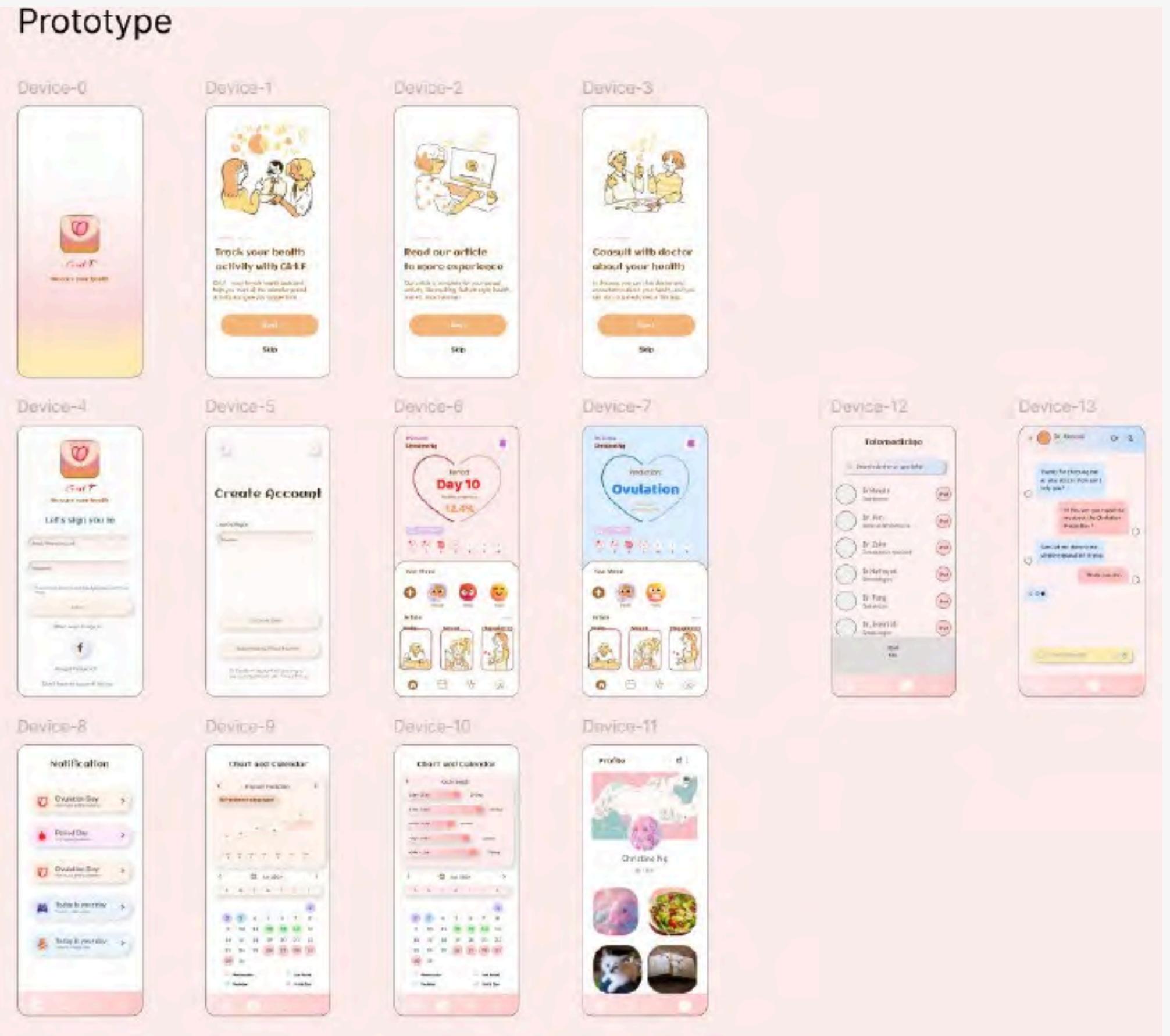
- Designed the user interface for a women-focused mobile application.
- Selected a soft color palette to create a warm and comfortable visual theme.
- Collaborated with teammates to refine layout and user flow.

Challenge:

Unsure how to make the linked page be fluent.

Solution:

Studied the similar application from youtube and rednote.



Second Project

Website Design + Logo Design



Tool: Wix, Adobe Illustrator

- Designed and built a company website to support product promotion.
- Created the company logo and brand visuals.
- Involved in product presentation and online showcase.

Challenge:

Limited layout flexibility when using Wix templates.

Solution:

Customized sections using advanced editor mode and adjusted layout grids manually.

The screenshot shows a Wix website for 'C.O.S.'. The top navigation bar includes the Wix logo and a button to start a new website. The main page features a large image of a drink with mint leaves and ice. To the right, there's a 'Welcome' section with text about the company's products and ingredients. Below this is a section titled 'Get Close To Your Favourite' with a subtext 'Start Your Days || Your Choice'. The bottom section is titled 'Our Team' and shows a group photo of five people. The overall design is clean and modern.



Both of the menu design is using Canva. After taking the photos for the drinks products, it apply some effect to make it become unrealistic, so it will match the design style for the posters.



Third Project

Educational Game Design

Tool: Unity, C#

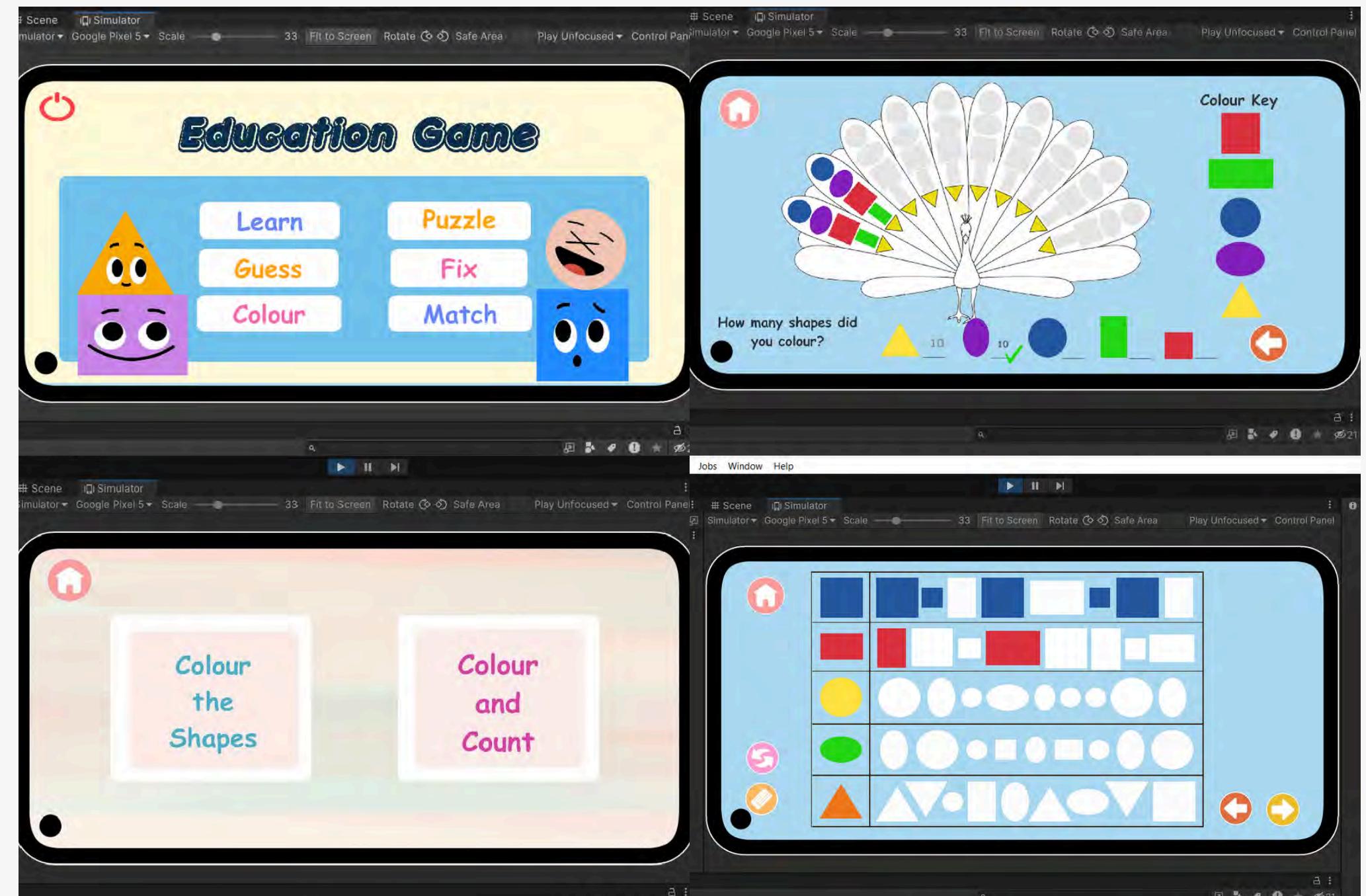
- Designed educational game features for children to learn and color shapes.
- Built the interface and ensured it was simple and child-friendly.
- Collaborated with team members to integrate learning activities.

Challenge:

Touch Screen is not sensitive.

Solution:

Studied from youtube to enhance the touch screen sensitivity.



Forth Project

3D Level Game Design

Tool: Unity, C#

- Designed Level 1 gameplay involving item collection and time challenges.
- Added enemy interactions that decrease player health upon collision.
- Adjusted level difficulty by balancing timer and enemy placement.

Challenge:

Collision between enemy and character, character between the reward.

Solution:

Studied from youtube to solve the collision problem.



Fifth Project

Roll - Up Banner Design

Tool: Adobe Illustrator

- Designed roll-up banner based on client-provided content and branding.
- Enhanced layout with suitable background and composition for visual clarity.

Challenge:

Ensure that all text is easily readable.

Solution:

Refer others design to enhance the roll - up banner design.



Others

Other Design Works

Tool: Adobe, Canva

Most of these design is done by using Adobe Illustration, Adobe Photoshop and Canva. The rabbit character is a mascot competition, while the left side on it is the poster design for mascot design event. Apart from that, the T-shirt design is a competition design for the MCG T-shirt event.

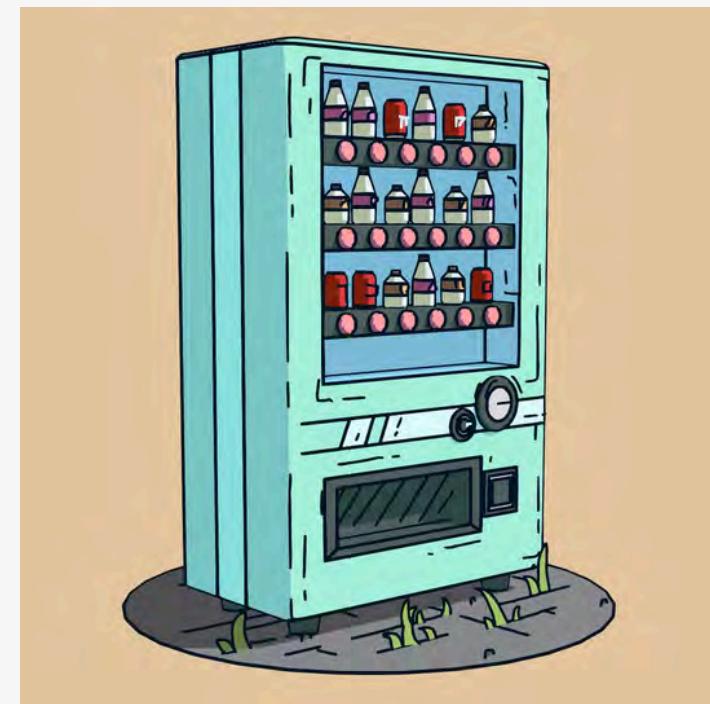


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Others

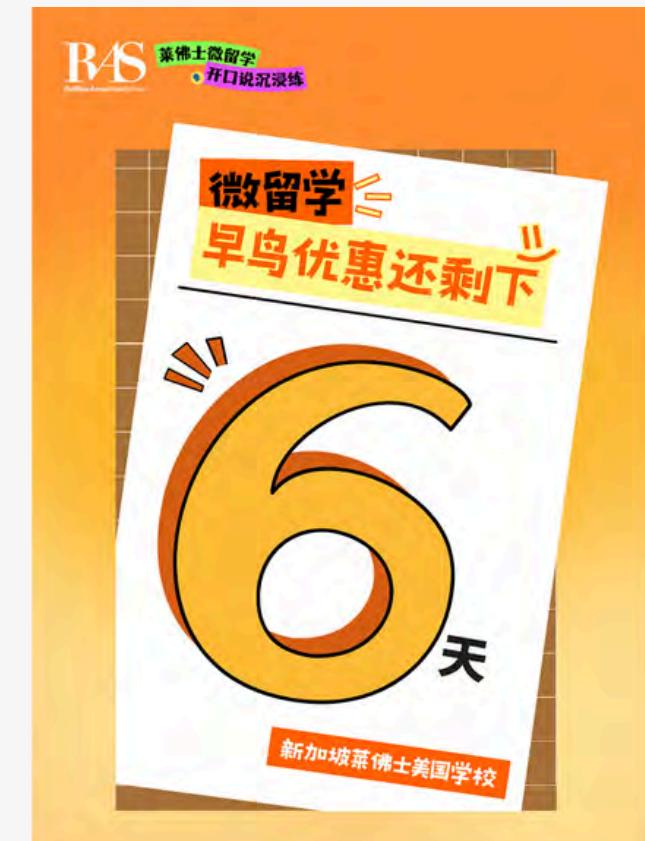
Self Learning Design Works

Tool: Blender



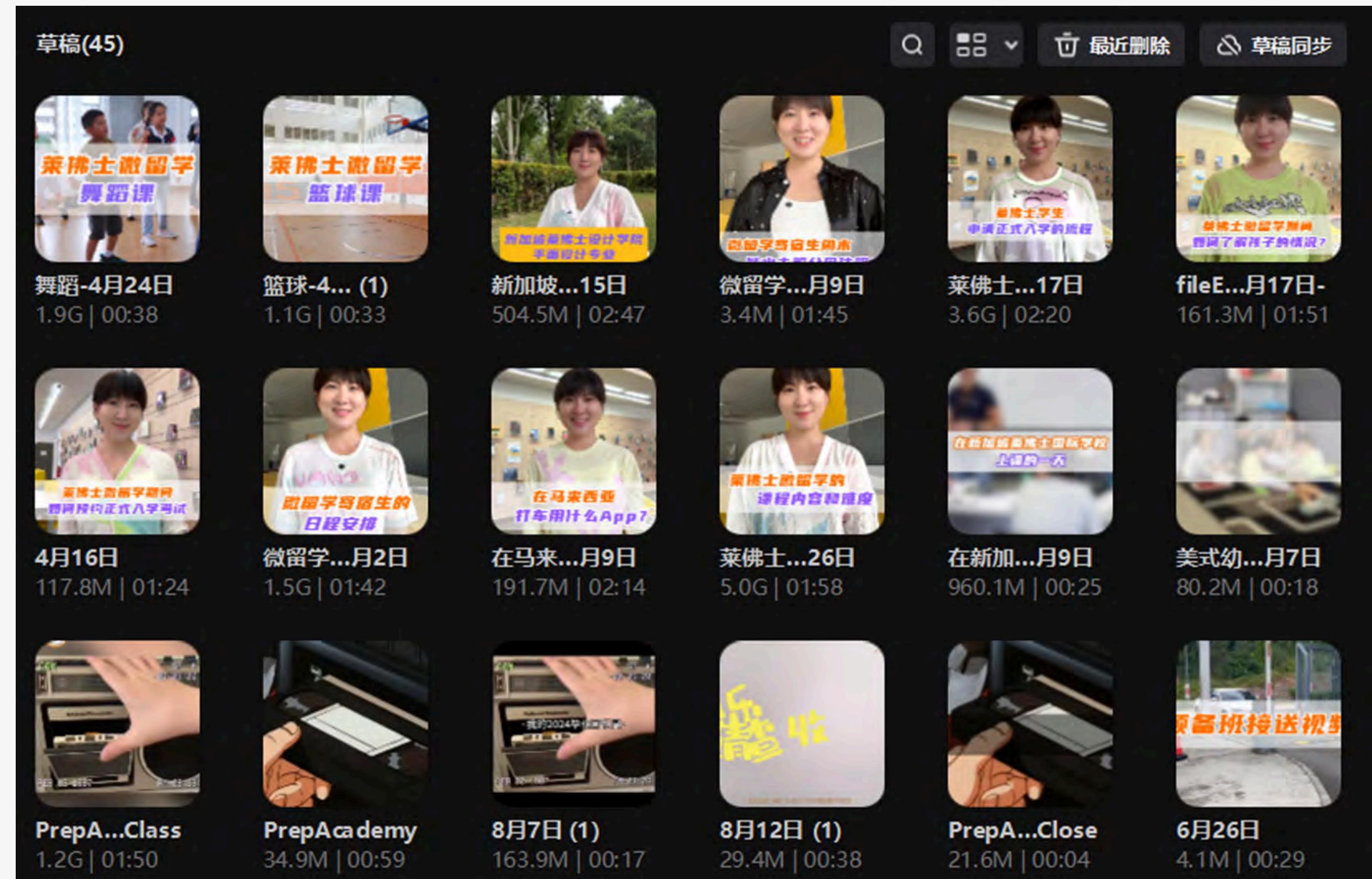
Internship Project

Poster Design (Adobe, Canva)



Internship Project

Video Editing (CapCut)



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Reward

Reward on Unity

These two reward are from the same competition, which held by Malaysia Technology Expo. This competition is a group project, and we have to design some education game for kingdom garden children by using Unity.

