Dennis Wong

Let's Create Worlds Together

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Greetings

I am an experience designer focusing on UX/UI Design, game content, and Product design. Being versatile, I am able to use my skills in many facets of real world industries including game design, product, animation, and user experience design via prototyping through 3D modelling or physical and understanding an iterative design approach. My skills extend from initial ideation, to refinement and iteration, to tangible prototypes in a 3d setting or a physical prototype.

Skills Exhibited

3D Modeling	Design	Programming	Research Methods
SolidWorks	Adobe:	HTML	Wireframing
Unity	Illustrator	CSS	Prototyping
Maya	Photoshop	PHP	User Research
Cinema 4D	After Effects	JavaScript	Usability Testing
Blender	InDesign	C#	Iterative approach
Unreal Engine	Premiere	Java	Use Case modeling

Practical Experience

External Pressure VR Experience   Game Design (group of 4)   Fall 2016

I developed a visual experience of how forced cooperation can shape the world that someone lives and interacts in using Unity and the Oculus Rift.

- I brainstormed and created the base ideas/ levels that would go into the game via quick iterations and simple paper prototype of the storyline
- Built and prototyped the virtual world via C#, Maya, Blender, and Unity
- Managed the team as co-leader on deadlines, duties, and real life considerations

Blasé Local Culture Event App   UX/Product Design (group of 4)   Spring 2016

I designed an event app that finds and gives exposure on local, inexpensive cultural venues for users to enjoy.

- Answered three issues: affordability, small event exposure, and keeping track of them
- Iterated through designs and wireframes to arrive at final mockup
- Used persona use cases, flow testing, and user feedback via questionnaires to iterate.
- Presented through final phone mockup of app capabilities.

Communications and Marketing Assistant   May - August 2016

The Hong Kong Polytechnic University School of Design(PolyU Design)
Hong Kong

- Assisted and handled event organization/logistics
- Maintained the summer design showcase website and updated information and design per new events via HTML/CSS.
- Communicated with showcase artists on deadlines and relayed information to them
- Assisted in modifying the email newsletter

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Communicative Experience

Vancouver Aquarium Visitor Experience Evaluator   Volunteer

October 2017 - Current

I currently engage visitors at the Vancouver aquarium and provide surveys to better understand and rate the experience for they visit.

- Using Ipad questionnaires as well as mini surveys, I engage visitors to rate their experience at the Vancouver aquarium.
- I also ensure that each visitor I engage is comfortable being here and go the extra mile to create a friendly atmosphere for them to enjoy.

Global Game Jam Vancouver Volunteer   General Volunteer

Spring 2017

I helped facilitate amateur/professional game creators during the annual Global Game Jam in Vancouver.

- I helped in making sure everything went smoothly, from having good work spaces to technical troubles when I could answer.
- Talking with many facets of game design, I understood more deeply what is needed in a professionally made game and how the process works.

Anime Revolution Volunteer   Audio Visual and Customer Service

Summer 2014

I participated in the Anime Revolution Convention as a volunteer; dealing with sales, people management, and audio visual equipment handling

- Exemplary service to customers dealing with sales of products in an efficient manner allowed the convention to operate smoothly and efficiently
- Handling customers and inquiries allowed me to hone into the mindset of effective communication that relates how a designer and end-user would communicate.

Academic Background

Simon Fraser University Bachelor of Science
School of Interactive Arts and technology

June 2017

I am a recent gradaunt of the School of Interactive Arts and Technology(SIAT). In this program, I design and create various experiences including game, product, UX/UI, webpage design, and 3D+ immersive environments.

SIAT offers project based assignments that relate directly to Iteration, UI, Game, Product, and User Experience design.

- Fosters team cooperation

- Reflects real life industry projects

- Simulates real end-user constraints and expectations

- Multi-concentrations in media, system design, and UI/UX design fields

- Teaches great strategies to innovate and iterate in various design problems