

Dennis Wong

Guiding User Design From Start to Finish

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Skills

Research

User Story
Prototyping
Wireframing
Interviewing
User Research
Usability Testing
Use Case modeling

Design

Axure
Sketch
HTML/CSS
Adobe Suite
Interaction Design

Development

C#
Unity
Javascript
SQL Query

Communication

JIRA
Empathy
Adaptation
Collaboration

Education

Sept 2010 - June 2017

Simon Fraser University
Bachelor of Science
Design Concentration
School of Interactive Arts
and Technology

In this program I have immersed myself in 4 years of iterative, UI, Game, and User Experience design that reflects real world design constraints and projects.

I am a versatile collaborator with keen observation and empathy in my work. I illustrate my understanding to peers and together create useful and meaningful work.

Experience

UX/UI Pipeline Intern

July - Oct 2018

Method Studios

Enhanced artist tools (Time Logging System)
Administered and managed client research via face-to-face interviews
Iterated interface and visual designs in agile sprints

YouTube Gaming UX/UI Redesign

April 2018

UX/UI Design [Personal]

Streamlined UX flow for visibility and pattern usage
Designed functional prototype for testing

Research and Administrative Specialist

Jan - July 2018

Vancouver Aquarium [Volunteer]

Researched using internal files and external references
Evaluated interpretive programs via questionnaires
Interacted with visitors to educate and satisfy curiosity

VR Immersion Experience

Sept - Dec 2016

UX Designer/Developer (Group of 4) [School Project]

Developed VR experience with C# using Unity and Oculus Rift
Managed assets, time and group meetings
Iterated through prototypes from paper to unity test scenes

Communications and Marketing Assistant

May - August 2016

The Hong Kong Polytechnic School of Design

Assisted in event logistics
Maintained their summer design showcase website
Corresponded with showcase artist students on deadlines