

# Dennis Wong

Let's Create Worlds Together

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## Greetings

I am a versatile experience designer focusing on [UX/UI Design](#), [Game flow](#), and [Product design](#). With keen observation and an empathetic approach, I layout great experiences for users. Using [wireframes](#), [prototypes](#), [personas](#), and [other testing methods](#), I illustrate my understanding to peers and together design greatness.

## Skills Exhibited

3D Modeling	Design	Programming	Research Methods
SolidWorks	Adobe:	HTML	Wireframing
Unity	Illustrator	CSS	Prototyping
Maya	Photoshop	JavaScript	User Research
Blender	After Effects	C#	Usability Testing
Unreal Engine	Axure	Java	Persona user flow
			Use Case modeling

## Practical Experience

[Youtube Gaming UX/UI Redesign](#)    [UX/UI Design](#)    Spring 2018

I optimized YouTube Gaming's viewer engagement and navigation to better harmonize with YouTube's main site and garner more attention/usage

- Researched to understand why a redesign is needed for the platform
- Used personas to create use cases of current site pathing and redesigned for efficiency/usability
- Iterated through sketches and wireframes to then generate a visual/ semi-functional mock-up
- Used Axure to build a visual/semi-functional prototype to simulate the redesigned use cases

[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 mock-up
- Used persona use cases, flow testing, and user feedback via questionnaires to iterate.
- Presented through final phone mockup of app capabilities

[External Pressure VR Experience](#)    [Game Design \( group of 4\)](#)    Fall 2016

I developed a visual experience designed to understand individuals who are faced with obligations that negatively impact their life via the Oculus Rift.

- Brainstormed and created the base ideas/ levels that would go into the game via quick iterations and simple paper prototype of the storyline
- Practiced user research, understanding the issue and designing the world to reflect empathy
- 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

## Communicative Experience

Vancouver Aquarium Research and Administrative Specialist Volunteer January 2018 - Current

I currently evaluate aquarium interpretive delivery programs; reviewing with interpreters on effectiveness. I also collaborate with peers on research.

- Evaluating using a questionnaire/checklist, I review with interpreters afterwards on how effective the program was in providing education, entertainment, and their presentation style.
- I collaborate with other volunteers researching and compiling information of aquatic animals.
- Using the information gathered, I transform them into a presentable form such as information documents and prop information cards for other volunteers/Interpreters to use.
- As part of the design, I updated/created logos as needed and updated document design for readability and usability.

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.

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

## Academic Background

Simon Fraser University Bachelor of Science (Design Concentration) June 2017  
School of Interactive Arts and technology

I am a Experience Designer from 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