

Dennis Wong

Let's Create Worlds Together

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Greetings

I am a 3D modeling artist primarily dealing with [game and product modeling](#). I have experience in many facets of real world industries including [game design](#), [product](#), [animation](#), and [user experience design](#) via prototyping through modeling. My skills also include [Unity](#), [HTML](#), and [CSS programming](#). I am also fluent in game design from conception to end Product.

Skills Exhibited

3D Modeling

SolidWorks
Unity
Maya
Cinema 4D
Blender

Design

Adobe:
Illustrator
Photoshop
After Effects
InDesign
Premire

Programming

HTML
CSS
PHP
JavaScript
C#
Java
MySQL

Research Methods

Wireframing
Prototyping
User Research
Usability Testing
Iterative approach
Use Case modeling

Practical Experience

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

Fall 2016

I developed a visual experience of how outside pressure 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
- 3D modelled the items that the player would grab and carry to continue the main storyline of the game with Maya
- Animated within Unity and Maya to create the enemies that would converge on the player at the end.
- Programmed the triggers, effects, and overall interactions in the game while ensuring connecting to the VR headset(Oculus) was complete
- Managed the team as co-leader on deadlines, duties, and real life considerations

Speaker Product Designer [UX/Product Design \(group of 4\)](#)

Fall 2014

I designed a modular yet functional bluetooth speaker capable of connecting to any mobile device.

- Used research conducted online and peer to peer to better understand the audience and design inspirations
- Used Solidworks to create the models allowing for rendering and quick iterations with the program's assembly features.
- Created prototypes of the product with blue foam to access usability and constraints
- Created blueprints and showcases in illustrator for clear communication of the product and its features.
- The product was made out of plaster and wood to show aesthetics through materials designed to appeal to the target user as well as environmental considerations.

Communicative Experience

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
- Communicated with showcase artists on deadlines and relayed information to them
- Assisted in modifying the email newsletter

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
School of Interactive Arts and technology

2010 - 2017

I am a recent graduant of the School of Interactive Arts and Technology. SIAT offers project based assignments that relate directly to **3D Modeling, Game Design, Product, and user experience design**.

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| • Fosters team cooperation | • Strong front-end to back-end programming | • Multi-concentrations in media, system design, and UI/UX design fields |
| • Reflects real life industry projects | • Simulates real end-user constraints and expectations | • Networking and guest lectures with real industry professionals |

Interests

My interests primarily lie in with everyday technology. I would like to see if I can contribute to society by creating things that help everyday life as many have done in the past. I like building and modeling some of these technologies as a side hobby.

My other love is of the environments and stories in games. Stories in gaming allows me experience different viewpoints. The environments created in games is a great place to think how we could go further on in our own world.