

# 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

SolidWorks  
Unity  
Maya  
Cinema 4D  
Blender  
Unreal Engine

### Design

Adobe:  
Illustrator  
Photoshop  
After Effects  
InDesign  
Premiere

### Programming

HTML  
CSS  
PHP  
JavaScript  
C#  
Java

### 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 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

## 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