Dennis Wong

Let's Create Worlds Together

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Greetings

I am an experience designer focusing on UX/UI Design, Game flow, and Product design. Being versatile, I am able to use my skills to design across the life of a product to engage users from initial idea generation to optimizing existing products. I use my skills to understand, refine, and create great experiences for users and am able to show it in tangible form such as wireframes, prototypes, and use case modeling to show how the design works.

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

Winter 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

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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