

# 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](#). Being versatile, I double as an UX/UI Designer, being able to use my skills in many facets of real world industries including [game design](#), [product](#), [animation](#), and [user experience design](#) via prototyping through modeling and understanding an iterative design approach. My skills also include [Unity](#), [HTML](#), and [CSS programming](#).

## Skills Exhibited

### 3D Modeling

SolidWorks  
Unity  
Maya  
Cinema 4D  
Blender

### Design

Adobe:  
Illustrator  
Photoshop  
After Effects  
InDesign  
Premiere

### 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**.

- 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.