Dennis Wong

Guiding User Design From Start to Finish

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Skills

Research

User Story Prototyping Wireframing Interviewing User Research

Usability Testing
Persona user flow

Use Case modeling

Design

Axure
Sketch
HTML/CSS
Adobe Suite
Visual Design
Interaction Design

Communication

Empathy Adaptation Collaboration Time Management

Education

Sept 2010 -June 2017

Simon Fraser University Bachelor of Science Design Concentration School of Interactive Arts and Technology

In this program I have immersed myself in 4 years of iterative, UI, Game, and User Experience design that reflects real world design constraints and projects.

I am a versatile experience designer with keen observation and empathy in my work. I illustrate my understanding to peers and together plan out and execute design greatness.

Experience

UX/UI Pipeline Intern

Method Studios

Enhanced artist tools (Time Logging System)

Administered and managed client research via face-to-face interviews Iterated interface and visual designs in agile sprints

YouTube Gaming UX/UI Redesign

UX/UI Design [Personal]

Streamlined UX flow for visibility and pattern usage Designed functional prototype for testing

Research and Administrative Specialist

Vancouver Aquarium [Volunteer]

Researched using internal files and external references Evaluated interpretive programs via questionnaries Interacted with visitors to educate and satisfy curiosity

Blasé Local Culture Event App

UX/UI/Product Design (Group of 4) [School Project]

Designed and showcased visual mock-ups of local event app Collaborated with peers in ideas and prototype iterations Generated personas to understand potential users

Communications and Marketing Assistant

The Hong Kong Polytechnic School of Design

Assisted in event logistics Maintained their summer design showcase website Corresponded with showcase artist students on deadlines April 2018

July - Oct 2018

Jan - July 2018

Jan - April 2016

May - August 2016