

# Bernice Ka Hay Wong

User Experience & Interface Designer

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## WORK EXPERIENCE

### UX/UI DESIGNER (INTERN) - NETEASE GAMES (NORTH AMERICA)

Brisbane, CA | 8/2018 - PRESENT

- Redesigned various in-game features of a mobile game for soft launch in two countries
- Created assets and improved design flows that standardized the game's visual identity and consistency
- Implemented designs from concept to final polish in Unity
- **Features:** Settings, Friend's List & Inbox, FTUE Loading Screens, Progression, Fanfare, Notifications, Quick Chat, Spectator Mode, Party Management, Header, and Battle Flow

### UX/UI DESIGNER (INTERN) - CBS INTERACTIVE (GAMES GROUP)

San Francisco, CA | 6/2017 - 8/2017

- Redesigned the visualization of Gamespot's profile page and related features for both desktop and mobile
- Created a new 'Games I Follow' feature that improved engagement and was engineered for QA testing
- Conducted user research, interviews, and usability testing to drive iterative feedback
- **Features:** Profile Information, Profile Activity Feed, Profile Editing Mode, Private and Public Profile Views, Games I Follow, and Profile Stacks

### UX/UI & GRAPHIC DESIGNER (INTERN) - 24/7 TEACH

San Francisco, CA | 12/2016 - 3/2017

- Redesigned the company's virtual classroom websites and implemented my designs in Squarespace
- Created custom graphic content and style guides
- **Features:** Course Overview, Instructor Dashboard, Messaging, About, Admissions, and Curriculum

### WEB DEVELOPER / DESIGNER - YOURPEOPLE

Berkeley, CA | 11/2016 - 1/2017

- Redesigned the company's website and implemented the front-end development of all my designs
- Developed a CMS to dynamically integrate employee information within the website interface
- Managed and delegated two other web designers to aid in the redesign process

## PROJECTS

### MANIFEST

1/2018 - 5/2018

Designed and developed a 2D emotional platformer in Unity and lead a team of three engineers through production

### EPITHET WARS

1/2018 - 5/2018

Designed and developed a 2D single-player fighting game in Unity inspired by epithets of Greek mythology

### COURSE INSTRUCTOR

8/2017 - 12/2017

Taught 40 UC Berkeley students in a 1 unit, 2 hour weekly class about the trading card game Magic: the Gathering

## SKILLS

### DESIGN

- Illustrator
- Photoshop
- After Effects
- Sketch
- Figma
- Invision
- Adobe XD

### DEVELOPMENT

- Python
- Java
- C
- HTML
- CSS
- Javascript
- JQuery
- Unity

## EDUCATION

### UNIVERSITY OF CALIFORNIA, BERKELEY

1/2014 - 5/2018

Bachelor of Arts in English