

Charis Pang Wai Yue

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Charis Pang is a multimedia designer whose work aspires to solve problems and inspire joy. She enjoys learning through exploration and helping others.

EXP

Porcupino AI Digital Product Designer 2022 - present

Generating user interface/experience (UI/UX) concepts for an early-stage wellness startup.

Royal Ontario Museum Makerspace Technician (p/t) 2022 - 2023

I contributed to developing and presenting creative learning activities and programs focused on themes at the Museum. Supported maker activities that promoted design thinking, collaborative learning, and problem-based learning. Demonstrated experience working with museum visitors and educators in a diverse and inclusive informal learning environment.

Caritas Institute of Higher Education Laboratory Technician 2020 - 2021

I provided support to the faculty and students at the School of Health Sciences BS Physiotherapy program, maintaining the daily operation of the labs and managing the facilities and equipment. Generated graphics and collected subject data for use in senior faculty research publications.

Creative Courses for Curious Kids Course Creator & Private Tutor 2017 - 2018

I introduced after school and weekend courses to local primary school students, encouraging them to exercise both sides of their brain to improve their self-expression and increase their self-confidence. During a 6-month stay in Boston, I participated in MIT's 2018 Hacking Arts event where I prototyped code-generating blocks.

Chan Shu Kui Memorial School Teaching Assistant, Campus TV & Radio 2016 - 2017

Wearable Innovation Lab, SCM, CityU Research Associate 2014 - 2015

LUME, School of Creative Media, CityU Research Associate 2013 - 2014

After graduation, I joined CityU's technology incubator LUME where I worked designing user interfaces and building new musical instruments (Digital Drum Ball) as well as supervising the lab space and assisting in the management of exhibitions and live concert performances. Next, I moved to CityU's Wearable Innovation Lab where I prototyped wearable technologies using a toolkit of e-textiles, conductive fabrics, and 3D printing (Inflatable Bubble Dress).

City University of Hong Kong Career & Internship Office Graphic Designer (p/t) 2011 - 2012

Hong Kong Society for the Blind Audio Description Training Workshop 2011

Tung Wah Group of Hospitals Volunteer Designer 2008

Hung Hing Off-Set Printing Company Marketing Executive 2004 - 2006

Impact Digital Art Company Animator 2000 - 2004

EDU

City University of Hong Kong **BSc (Hons) Creative Media / Psychology** 2009 - 2013

The degree combines courses from the School of Creative Media and the Dept of Computer Science to produce graduates able to work in both the technical and artistic sides of the media.

- Creative Media courses completed: Computer Animation for Interactive Content. Physical and Embedded Computing. Installation I. Mobile Media. Interactivity I.
- Computer Science courses completed: Computer Programming. Software Design. Software Engineering Practice. Computer Graphics.

The Hong Kong Polytechnic University HD Multimedia Design & Technology 2006 - 2008

The program offers a practical foundation for developing skills in multimedia technology, computer integrated design, communication, and design management practices.

Yan Oi Tong Yes Training Institute Certificate Physiotherapy Assistant July 2020

TOOLS

Adobe: Photoshop, Illustrator, Premiere, After Effects, InDesign. Microsoft Office. Maya. Processing. P5.js. Arduino. Fritzting. Laser Cutter. 3D Printer. Sketching. Prototyping. User Research.

Charis Pang Projects <https://charispang.github.io/CV/poster.pdf> <https://charispang.wixsite.com/portfolio>