

EDWIN AU



In a nutshell 🔊

- Digital Design with Consumer Product **Design background**
- User centric & 'phone-first' mindset
- Corporate, Marketing & Tech environments



























EDUCATION

Mar 2017 - Jun 2017 **General Assembly** (formerly Bitmaker)

Web Development Program

> Web Development Immersive **Full Stack Program**

Jan 2001 - Aug 2001

Birmingham City University (formerly University Central England)

Merchandising and Design

> Selected by Ryerson University to partake in UK exchange program Sep 1998 - Apr 2002

Toronto Metropolitan University (formerly Ryerson University)

B.A.A. - Fashion Design Degree

> Fashion Design, Product Design, Graphic Design, Fashion Marketing

WORK EXPERIENCE



Borden Ladner Gervais LLP • Senior Designer, Digital & Multimedia • Jan 2020 - Present

- > Visual & Experience Design in digital and multimedia products for <u>BLG</u> and <u>BLG Beyond</u>; balancing quality, speed and consistency and exceeding brand standards and objectives
- > Site navs, wireframes and UX UI experience optimizing digital product engagement, click-through rates and scroll depth
- > Adopting best design practice while collaborating with lawyers, partners, other designers, articling students, interns, marketing specialists, linguistics team, business development professionals, directors and national leaders



Blake, Cassels & Graydon LLP • Digital Designer • Aug 2017 - Jan 2020

- > Digital designer for the launch of blakes.com; experience with user research, site navs and wireframes
- > Providing digital assets for web, social media channels; predominately client-facing, with some internal communications experience.



Thinkway Toys • Design Manager | Consumer Products • Apr 2016 - Mar 2017

> Design Manager in licensed products specifically on Disney/Pixar (Cars 3), Lucas Films (Star Wars Rogue One), and Universal Studios (Despicable Me 3)



<u>Disney Consumer Products (Disney Canada)</u> • Associate, Product Approval • Nov 2013 - Mar 2016

- > Provided creative guidance in the design and development of Disney consumer softlines and hardlines products sold across Walmart Canada, Target Canada, Canadian Tire, Toy R' Us Canada, Dollarama
- > Working with the team in leading 50+ licensees simultaneously on 300+ products seasonally. Responsibilities include managing online product design approvals and meeting with vendors & licensees on communicating Disney design goals, brand guides and defining brand initiatives

DOLCE & GABBANA Dolce & Gabbana (Milan, Italy) | Associate • Sep 2012 - Oct 2013

> I brought my 10 years of fashion experience abroad and resulted in a work opportunity with Dolce & Gabbana in Milan; Responsibilities include preparation and assistance of their Fall 2013 and Spring 2014 collections.