

EDWIN AU

WEB DEVELOPER | GRAPHIC DESIGNER

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PROFILE

As a creative web developer with experience in graphics design and product design, I'm passionate about creating modern and intuitive applications that puts user experience at the forefront. I have strong abilities in providing solutions and pin-point shifts to the ever changing user needs. Please feel free to reach out and see how I can benefit your

EDUCATION

Bitmaker

Web Development Program

Mar 2017 - Jun 2017

- HIGHLIGHTS > Full Stack Web Immersive
> JavaScript, Ruby, Rails, HTML5, CSS3,
jQuery, AJAX, SQL, SASS, HAML, Sketch

Ryerson University

B.A.A. - Fashion Design Degree

Sep 1998 - April 2002

- HIGHLIGHTS > Product design, graphic design,
marketing, trend analysis.
> Strong presentation & communication
skills. R&D experience.

Central Saint Martins (UK)

Experimentation Design Course

Jan 2001 - Aug 2001

- HIGHLIGHTS > Selected by Ryerson University to
partake in this foreign exchange program.
> Thesis: Triple bottom line & green design.

WORK EXPERIENCE

RendezYou

Web Developer | Graphic Designer Mar 2017 - Present

<https://rendezyou.herokuapp.com>

- > Full-stack web development, responsive design, CRUD application.
> Built on HTML5, CSS3, Javascript, Ruby, Rails, jQuery, SQL, Sketch, Photoshop.

Thinkway Toys

Design Manager | Packaging Designer Mar 2016 - Mar 2017

www.thinkwaytoys.com

- > Design Manager in licensed harlines products; Photoshop, Illustrator, InDesign:
- Lucas Films | Star Wars Rogue One
- Disney/Pixar | Cars 3
- Universal Studios | Despicable Me 3

Disney Consumer Products

Product Developer, Brand Designer Nov 2013 - Mar 2016

www.dcp1.disney.com

- > Provided creative leadership in the design and development of Disney Branded Consumer Products sold across Canada.
> One of five designers working out of Disney Canada's head office. Guiding 50+ licensees on product design ranging from apparel and home accessories, to toys and arts & crafts. These products were widely sold at Walmart Canada, Target Canada, Dollarama, Canadian Tire and Toys R' Us.
> Work days range from approving product designs online, to traveling and meeting with vendors communicating Disney design goals and initiatives.
> Researching - market analysis, trend forecasting (15%); Managing/coordinating (35%); Implementing (40%); Reporting (10%).

Dolce & Gabbana (Milan, Italy)

Associate, Graphic Designer Sep 2012 - Sep 2013

- > Having accumulated 10 years of product development experience in Toronto - I decided to take my skills as a Technical Designer, Fashion Designer, and Product Developer abroad, ending up with the opportunity to work at Dolce & Gabbana's head quarters in Italy Milan for a year, helping their design and sales team with preparation and sales of their Fall 2013 and Spring 2014 collections.
> Created Fall 2013 sales deck and Spring 2014 training material.

SKILLS

