

ABOUT ME

“ I’m about researching client and user needs and creating dymnamic digital products by using colour, typography and layout compositions that put user experience and interface at the forefront. ”

UX/ UI

Portfolio upon request

Device Responsive Design

Portfolio upon request

HTML and CSS

Click to view ▶

Motion Graphics

Click to view ▶

Videos

Click to view ▶

Visit my website: <https://edwinau.github.io/edwin-landing> 

WORK EXPERIENCE

Borden Ladner Gervais LLP

Senior Designer | Digital & Multimedia

🕒 Jan 2020 - Present  www.blg.com



- > Collaborate in the creation of company webpages for BLG.com and BLG Beyond; responsible for balancing speed, quality, and consistency of design
- > Researching client needs and honing strong understanding of site nav and webpage wireframes to determine optimized page patterns for best UX/UI results
- > Responsible for providing final web assets including hero banners; [inline animated graphics and infographs](#); and adjusting page responsiveness for Desktop and Mobile experiences by injecting [custom HTML and CSS](#) code
- > Providing social media assets including [digital Linkedin posts](#), [social videos](#), [gifs](#) and more

Blake, Cassels & Graydon LLP

Designer | Motion Graphics, Web, HTML

🕒 Aug 2017 - Jan 2020  www.blakes.com



- > Heavy involvement in the launch of blakes.com from user research, site nav and working with wireframes; to providing final visual web assets including landing page banners, [homepage animated banners](#), inline graphics and infographs, headshots, graphics for hover state flip tiles, and more
- > Working with [HTML and CSS](#) templates to facilitate client event eVites, working with CRM, B2B clients, spam filters and CASL compliance
- > Providing social media assets for [LinkedIn](#), [Twitter](#), Facebook, Instagram and Youtube
- > Providing assets for [digital event signage](#), newsletters and internal communications as required

Disney Consumer Products

Consumer Product Designer 🕒 Nov 2013 - Mar 2016



- > Provided creative leadership in the design and development of Disney Branded Consumer Products sold across Walmart Canada, Target Canada, Canadian Tire, Toy R' Us, Dollarama, Uniqlo and more
- > Guiding 50+ licensees on 300+ products simultaneously and seasonally. Work days range from managing [online product design approvals](#), to meeting with vendors communicating design goals and initiatives

Dolce & Gabbana (Milan, Italy)

Intern 🕒 Sep 2012 - Oct 2013



- > [Created the Fall 2013 sales deck and training materials](#)
- > Context: having accumulated 10 years of fashion product development experience - I decided to take my skills abroad and resulted in a work placement with Dolce & Gabbana at their head quarters in Milan for 12 months; duties include input and preparation of their Fall 2013 and Spring 2014 collections

SKILLS



Sketch



Figma



HTML5



CSS3



Prezi



Photoshop



Illustrator



InDesign



After Effects



Premier



DreamWeaver



WordPress



Shopify



JavaScript



jQuery

EDUCATION

Master Classes (IDF)

Storytelling Through Visual Design:
with Ellen Lupton | Jan 2022

- > Understanding Visual Design principles for desktop and mobile experiences through the exploration of storytelling and user journeys

General Assembly

Web Development Program
Mar 2017 - Jun 2017

- > [Web Dev Immersive Full Stack Program](#) with UX/UI experience
- > HTML5, CSS3, Sketch, Figma, JavaScript, Ruby, Rails, jQuery, AJAX, SQL, SASS

Ryerson University

B.A.A. - Fashion Design Degree
Sep 1998 - Apr 2002

- > Product Design, Graphic Design, Marketing, Trend Analysis
- > Fashion Communication with focus in R&D, working in agile environments

Central Saint Martins (UK)

Experimentation Fashion Course
Jan 2001 - Aug 2001

- > Selected by Ryerson University to partake in the London, UK exchange program
- > Thesis: Triple bottom line & green design