



# EDWIN AU

WEB DEVELOPER | GRAPHIC DESIGNER

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

<https://www.linkedin.com/in/eaudesign> 

416-880-3791 

edwinau@rogers.com 

## PROFILE

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

## 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.

## SKILLS



HTML



CSS



InDesign



Photoshop



Illustrator



ReactJS



JavaScript



jQuery



Ruby



Rails



SQL



Sketch



Wordpress



GIT



After Effects

## WORK EXPERIENCE



### RendezYou

#### Web Developer | Graphic Designer

🕒 Mar 2017 - Present

<https://rendezyou.herokuapp.com>

- > Responsive design across all browser platforms; Full-stack CRUD development.
- > Built on HTML5, CSS3, Javascript, Adobe CS6, Ruby, Rails, jQuery, SQL.



### Thinkway Toys

#### Design Manager | Packaging Designer

🕒 Mar 2016 - Mar 2017

[www.thinkwaytoys.com](http://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.dcpDisney.com](http://www.dcpDisney.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.