Grant Ng

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UX/UI Developer

Work Experience

New York University- IT OTSS, New York, NY - *UX/UI Developer*
Fall 2018 - Present

Executing all visual design stages from concept to final hand-off to the development team. Created wire-frames, mock-ups, storyboards, user flows, process flows and site maps to effectively communicate interaction and design ideas. Established, promoted, and followed design guidelines, best practices, and standards for each project. Current Project: Work-link NYU. 2019
Currently working with the development team in creating React components using Redux and Typescript. Watched multiple tutorials on React and Redux. Learning how to navigate TFS and push into certain repositories. Assisting front end development on the administration interface of Work-link. Currently developing the landing page and side navigation bar.
Current Project: Treasury Portal NYU. 2018
Created templates in Sketch, and React.js for the development and design teams. Working closely with the development team by creating React.js CSS components in codesandbox from Sketch and Zeppelin assets. Assisting in Q and A testing for development on accessibility functions for new NYU websites

Pratt Institute, Brooklyn, NY - *Assistant of Strategic and Creative Initiatives*
April 2017 - present

Assisting Director of strategic and creative projects at Pratt Institute. Part of two initiatives within the school that promotes student and faculty projects that center around using Virtual Reality and Augmented Reality software for education. Using various softwares for development in Unity, HTC Vive, oculus go/Rift, Google Daydream, Playstation VR, Nintendo switch, Windows Mixed Reality, Vuforia, ARkit2, iOS and Android SDK's, and Magic Leap One.
Current Project: AR App for Pratt Institute. 2018
Managing a team of four students, each student specialized in areas of design, C# coding, Unity 3D, 3D modeling and animation, and motion graphics. The team is creating a 3D interactive map with location based functionality. The application works on iOS and Android. The Idea of the app is to guide the users to certain locations and when they arrive at the location, they would scan an image and a 3D model or animation will appear. Built mainly in Unity, Mapbox SDK's and ARKit for iOS.

Running Man Productions, New York, NY - *Post Production Intern*
January 2018 - July 2018

Interned at a post production studio working with producer Ryan Cunningham. I performed regular watch downs, assist post production supervisors/managers with special projects, pull stills from corresponding shows, films, and specials, and assist assistant editors with script notes. Other tasks Included editing rough-cuts with Avid Pro Media. Did watch downs for color editing and the sound editing process for films and TV shows for network stations like, TBS, HBO, Netflix, and Comedy Central.

Lehigh University, Bethlehem, PA -*Fellowship/Lead Designer*
May 2017 - August 2017

A faculty run project that consisted of educating people about how social media news consumption is controlled by algorithms. Developed a website that would gather users Facebook information and display in a graphical format whether their news feed is conservative or liberal. Website: http://www.polytics.me. The website was mainly developed in HTML, CSS, and JavaScript. Facebook api's were used to display users news consumption sources.

STE Consultants, Berkley, CA -*Senior Behavior Technician*
2012 - 2016

Applied ABA (Applied Behavior Analysis) techniques for children with autism, working mainly in schools from elementary to middle school. Trained in multiple behavioral science procedures. PRT (Pivitol Response Training) and DRT (Direct Response Training). Was responsible for treatment effectiveness on children. Tracked and recorded all datap rogress of treatment effectiveness for children.

Objective:
Focusing on areas of VR/AR and combining biofeedback technology for therapeutic advancements using VR and AR. I would like to gain more experience in project development strategies. Specific areas I have experience in include game development, TV Film production, software development, web development, and development for mobile applications. I am working in the VR/AR field in education while looking into getting more experience in mainstream video games or TV/Film.

Education
New York University. M.S. Integrated Digital Media. 2020

Pratt Institute. AOS. Game Design and Interactive Media. 2018

California Polytechnic State University. BS. Cognitive Psychology. 2012

Languages Skills
HTML; CSS; C#; CMS Wordpress; JavaScript; OOP; Facebook api; React.js; Redux; Typescript; WebVR; HTML; A-Frame

Software Development Skills
Unity 3D; Unreal; Android and; iOS SDK's; Mapbox SDK; Vuforia SDK; Google AR Core SDK; Apple ARKit 2; SDKGithub; Software Development on Oculus, HTC Vive, Google Daydream, Windows Mixed Reality, Magic Leap One

Design Skills
Adobe Creative Suite (Premiere Pro; Illustrator; Photoshop; After Effects); Avid Media; Graphic Design;Game Design; Motion Graphics for television; Character Modeling; Rigging and Animation; Maya; Unity3D; ZBrush; Sketch

Business Skills
Scrum; Agile Development; ABA Therapy; Human Centered Design Approaches; Prototyping and Ideation Methods Microsoft Word, Excel, PowerPoint; Customer Service; Client Relations; Parent Training: New Hire Training; Accessibility Training

Research Skills
Behavioral Science Techniques; Quantitative and Qualitative Research Methods; SPSS; Scholarship Writing; Grant Writing; Self Defense; CPR Certified.