

Hoi Ian Wong

UIUX Designer

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EXPERIENCE

Hologram / UIUX Designer

Mar 2024 - Present, Shenzhen

- Built the marketplace, loot box system, and staking system from scratch, defining the framework, flow, and visual to support the design of the product's financial system.
- Designed the landing page, using innovative interactive methods to introduce the product and create interactive prototypes.

NetEase / Senior Game Designer (Incl. UIUX)

Jul 2021 - Feb 2023, Hangzhou

(Reason for leaving: Career development)

NARAKA: BLADEPOINT - Computer Game - UX

- In bi-weekly iterations, collaborated on 28 interface designs and documents. Configured joystick input for PC version.
- Collaborated with development to develop interfaces in Unity, ensuring online quality aligns with visual drafts.
- Established standard resource upload procedures, enhancing cross-departmental efficiency.

Web3 Tool - Browser Plugin - UX/UI

- Designed web pages and plugins from 0 to 1, setting visual standards for efficient iterations.
- Optimized the product through four iterations, earning a 4.8/5 store rating.

Web3 Trading Platform - WebApp - UX/UI

- Independently designed wallet and market applications from 0 to 1, implementing adaptations for different screen orientations.

Microsoft Research Asia / UIUX Design Intern

Dec 2019 - May 2020, Beijing

EDUCATION

Tsinghua University

M.S. in information art and design

2018 - 2021, Beijing

National Cheng Kung University

B.S. in Industrial Design

2014 - 2018, Taiwan

STRENGTHS

Technology Implementation

- Independent web developer since 2017, such as eDC Cloud Portal, Acer AI, Acer VR, and more.
- Proficient with ChatGPT for daily writing assistance and brainstorming.

Efficiency Advocate

- Proficient in task recording and digitization, streamlining workflow with clean design drafts.
- Established resource standards in early 2D game development, achieving a 30% efficiency improvement.

Bilingual Proficiency

- English, Cantonese, Mandarin can be used as working languages.
 - Use English for written and verbal communication at current company.
 - Native Cantonese speaker, grew up in Macau.

SKILLS

Design

- UX *Figma*
- Graphic *AI, PS*
- 3D *Solidwork*
- Motion *AE*

Development

- Web *HTML, CSS, JS, Wordpress*
- Game UI *Unity*
- Back-End *Node.js, C, Java*
- Hardware *Raspberry Pi*