YUKI PUN

PERSONAL PARTICULARS

Full Name :	PUN Siu Yee	Latest Position :	Senior Graphic Designer (Game UI and UX)
Gender :	Female	Work Experience :	15+ years
Date of Birth :	27th March 1982	Nationality :	Hong Kong
Availability :	End of Oct 2017		

SUMMARY

Over fifteen years working experience in graphic, game, web and multimedia field. **Finish RWD web project independently** from design to programming. **Solid game graphic and UI experience** from PC to Java to symbian to smartphone. **Good at drawing** either in Japanese comic style or western realistic style, hand nor computer.

❖ Good team player

❖ Able to finish works independently

❖ Initiative, willing to learn, efficiency and responsibility

Some of my artworks are available in my online portfolio web : **http://pofo.i-fiddle.net**.

EDUCATION

2014-2015	**BSc(Hons) in Multimedia Computing (Upper 2nd)** Coventry University UK ■ Usability ■ Web with API ■ 3D Animation ■ Movie Making ■ iPhone Development ■ Pervasive Computing ■ Algorithms and Data Structures ■ Individual Project (Unity Game)
2014	**Certificate in Algorithms and Data Structures (Bridging Course)** PEAK
2005-2008	**High Certificate in Visual Communication (Credit)** HK IVE (Sha Tin)
2003-2005	**Certificate in Multimedia & Internet Technology** HK IVE (Tsing Yi)
1994-1999	**Form 5 Graduate - Chi(D), Eng Syl.B(E), Maths(C)** Kit Sam Secondary School

LANGUAGE

Spoken

❖ Cantonese
   (Fluent)

❖ English
   (Good)

❖ Mandarin
   (Fair)

Written
   ❖ Chinese (Fluent)
   ❖ English (Fair)

WORK EXPERIENCE

SKILL

Senior Graphic Designer
Aug 2014 - Present　　　**Smart City Tech. Ltd.**

Responsible for UI/UX design, game art, promotional materials and website develop in mobile game "Heroes Flick", hand on experience with game engine Unity3D.
Finished website including www.heroesflick.com and www.aurumpacific.com.hk, from draft to server side.

Senior Graphic Designer
Mar 2014 - Aug 2014　　　**Mooff Games Ltd..**

Responsible for mobile game project "不是足球遊戲" UI/UX design and game graphic illustration, hand on experience with CocosBuilder and Spine.

UI Graphic Designer
Oct 2013 - Mar 2014　　　**Ucan Commercial Ltd.**

Responsible for mobile game project "超級無敵獎門人終極篇" UI/UX design and game graphic illustration, hand on experience with CocosBuilder.

Graphic Designer
Jan 2013 - Sep 2013　　　**iGPSD Ltd.**

Responsible for iphone/ipad/Android apps graphic design and all kinds of design works, web development for mobile & desktop. (eg: www.ecqapp.com/new/index.php)

Office Administrator
Jul 2011 - May 2012　　**So Kee Company (Ireland)**

The job during my working holiday in Ireland, being as an office administrator at chinese supermarket sale office, job duties included documentation work, CS, stock management and take wholesale orders by phone in Mandarin / English / Cantonese.

Senior Graphic Designer
Sep 2008 - May 2011　　**Monarch Floral Decoration Co. Ltd.**

Responsible for event design projects included wedding decoration and commercial exhibition booth, all kinds of in-house design and promotional materials.Guide junior designer to finish design job .

Multimedia Designer
Sep 2007 - Apr 2008　　**TG Media Corporations Ltd.**

Responsible for web design projects, and all kinds of in house design and promotional materials.

Graphic Designer
Jul 2006 - Aug 2007　　**MG Soft Ltd. / MGIE Ltd.**

Responsible for mobile game graphics, pixel art, and all kinds of company promotional materials, such as leaflet, poster, website design...etc. Involved game project include 超級麻雀俱樂部, client project for Towngas and Nissin.

Graphic Designer
Sep 2004 - Jul 2006　　**Funmobile Ltd.**

Responsible to create JAVA mobile game graphics independently, start from concept art, storyboard drawing, character design, interface design, pixel art, animation ...etc . Involved game project include Doki Dogstar Cards, Doki Pipe Wonderland.

Graphic Designer
Feb 2004 - Sep 2004　　**Jijo Collect Kid's Wear Whsle. Co. Ltd.**

Responsible for Illustrate and design print-art of kidswear, including copyright art of brand Popeye®, Olive Oyl™ and Betty Boop™ , and produce graphic materials for (Leaflet, name-card...etc).

PC Game 2D Artist
Jun 2001 - Jul 2002　　**Info-Mission Tech. Inc. Ltd.**

Responsible for PC game UI design and game graphic illustration, involved game project include 少林足球, 超人光之傳承.

Graphic
- ❖ Pixel Art
- ❖ Hand Drawing
- ❖ Digital Illustration
- ❖ Comic style
- ❖ Realistic style

Design
- ❖ Photoshop
- ❖ Illustrator
- ❖ Dreamweaver
- ❖ Flash

Web
- ❖ HTML
- ❖ CSS
- ❖ PHP
- ❖ MySQL
- ❖ Javascript
- ❖ Jquery
- ❖ AJAX
- ❖ ActionScript
- ❖ RWD Web
- ❖ Bootstrap
- ❖ Thinkphp

Game Dev
- ❖ Unity3D
- ❖ Cocos2d
- ❖ Spine
- ❖ Git / SVN

Video
- ❖ 3ds Max
- ❖ Premiere
- ❖ After Effect