



Jasmine Lang

Graphic Designer



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jlangdesign.github.io



Education

North Carolina State University

Bachelor of Graphic Design
Minor in Computer Programming
Fall 2015 - Present
GPA: 3.858

Hong Kong Polytechnic University

Interactive Media (Study Abroad)
Spring 2018



Projects and Experience

Immersive Scholar

Jul 2018 - Present

Working as a front-end web developer on NCSU's Immersive Scholar project, which includes an open-source web app for displaying and sharing large-scale data visualizations. Developing storyboards, wireframes, and mockups for displays. Writing and refactoring HTML/CSS to allow easy customization by other institutions and to make the design responsive on large-scale displays and personal devices.

Online Portfolio

Jun 2017 - Present

Currently developing a website from scratch with Illustrator, Photoshop, HTML, and CSS to showcase my graphic design portfolio, explain my processes behind my designs, and learn web design. Experimenting with interactive media to create a fun, game-like feel and convey my brand. Link: jlangdesign.github.io

AHECTA Logos

Oct 2017 - Dec 2017

Worked with AHECTA - an organization dedicated to promoting all things video in higher education - to develop their new logo as part of their rebranding efforts. Refined existing idea for the logo based on client feedback while also generating and presenting other options. Produced variations to be used in different situations.

LiPS Logos

Mar 2017 - Apr 2017

Developed logos to represent the Leadership in Public Science's (LiPS) - a new faculty cluster at NCSU - identity and mission. Pitched an idea for and refined the logo based on client feedback. Met with clients to gain a clearer understanding of their organization and mission. Outputted variations of the logo for different purposes.



Honors and Awards

Art2Wear Student Exhibition

April 2016, April 2017

Had design projects chosen to be displayed at NCSU's College of Design's annual student-run design exhibition and runway show.

Dean's List

Fall 2015, Spring 2016, Fall 2016, Spring 2017, Fall 2017



Software Proficiencies



Other basic proficiencies:



Design Skills

Sketching

Concept mapping

Storyboarding

Prototyping

Wireframing

Animating

Documenting process

Illustrating

Creating task flows

Coding



Languages

English: fluent (speaking, reading, writing)

Cantonese: intermediate (speaking), basic (reading, writing)

Mandarin: basic (speaking, reading, writing)