

HEI LOK CHEW (ANSON)

INTERACTION DESIGNER

ABOUT ME

As an interaction designer, I have always shared my passion for innovative thinking and creating positive, engaging experiences through my work. With the recent advancements in the digital age, I primarily focused on 3D Modelling, animation and user experience in immersive experiences in virtual, augmented and mixed realities. Part of being involved both in the industry and academics, I have had the opportunity to work alongside with other academics and having the opportunity to teach some of the most impressive students out there!

The essential skills that I have developed during my degree at the University of Sydney, were design thinking, prototyping, and creating user-centered design. I have numerous experience in cooperating with others and completing different design researches. My objective is to exploit my skills and experience to help others and broaden my horizons.

CONTACT

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MOBILE: Available via email

PORTFOLIO: www.ansonchew.ztopath.com

SKILLS

UX / UI Design	Web Design
Version control	Data visualisation
Game Analysis	Java
C#	JavaScript

SOFTWARE

Adobe Photoshop	Adobe Illustrator
Adobe After Effects	Adobe Premiere Pro
Adobe InDesign	Adobe XD
Figma	Unity

EDUCATION

2021 - 2023	UNIVERSITY OF SYDNEY
	Bachelor of Design Computing

DEGREE PROJECTS

Introduction to Web Design

Japan Tourism Promotion Website
(93 - High Distinction)

Advanced Web Design

Movie Experience Tracking Website
(92 - High Distinction)

User Experience Design Studio

Smartphone Distraction Solution Prototype
(82 - Distinction)

Interaction Design Studio

Plastic Recycling & Earn Prototype
(92 - High Distinction)

Information Visualisation Design Studio

Plastic Waste Data Visualisation Website
(92 - High Distinction)

Interactive Product Design Studio

Product Name
(92 - High Distinction)