



Hardworking and interested in graphic design, illustration, and 3D modelling. Competent in both hand drawing and programming. Keen to learn new software skills and implementing them in projects.

SKILLS



PROCESS

Research
Ideation
Illustration
Sketching
Storyboarding



DESIGN

Photoshop
Illustrator
Paint Tool SAI
After Effects
Premiere Pro



3D

Sketchup
Vray
Maya



PROGRAMMING

HTML & SCSS
Javascript
PHP
Unity

EXPERIENCE

UI DESIGNER & FRONT END DEVELOPER

FALL 2016

EVIDENT POINT SOFTWARE CORP.

GOAL

Collaborated with back end developers on delivering client specific feature requests and provide design mockups, assets, and debugging.

TASKS

Create web/android/iOS layout mockups of new features, making assets from scratch through research, or editing existing assets per client request.

RESULT

Implemented mock-up designs and fixed front end bugs through researching or inquiring co-workers and collaborating with them, which is followed by documenting the process for future reference.

Co-op Placement | HTML | SCSS | Java Script | Photoshop

FRONT END DEVELOPER

FALL 2017

RESPONSIVE COFFEE CATERING WEBSITE

GOAL

Design and develop a coffee catering website with a home page, about, product listings, checkout, and an interactive coffee creation feature.

TASKS

Conceptualized and created sitemaps, web page layouts, flowcharts, CSS stylings, and refined interactions based on user feedback lab session.

RESULT

Created a website of 10 responsive pages fit for both web and mobile devices

Academic | Team of 2 | HTML | CSS | Java Script

GRAPHIC DESIGNER, 3D ARTIST

SUMMER 2017

EYEXPO TECHNOLOGY CORPORATION

GOAL

Design and create commercial web VR content for clients. Work closely with 3D VR developers on the Unity based online shopping environment.

TASKS

Created banners and posters for each VR projects/events and coordinated updates on Facebook, Instagram, and Twitter. Modeled 3D environments in Sketchup, exported into Unity VR environment, and generated architectural renders.

RESULT

Made 20+ banners and posters that are featured on company website, promotional events, and social media. Compiled and rendered 2 sets of VR environment implemented in Unity, and 5+ architectural graphic renders of each set.

Co-op Placement | Adobe Illustrator | Photoshop | Unity3d | Maya | Sketchup | Vray

ANIMATOR, 3D ARTIST, CONCEPT ARTIST

SPRING 2016

3D SHORT ANIMATION

GOAL

Collaborate, plan, and create an original 3-5 minutes low-poly animation using Autodesk Maya within 4 months.

TASKS

Sketched and designed the character and environment concept art. Modeled and rig the characters and environment. Animated a quarter of the animation, edited each shot's timing in After Effects, and compiled the sound in Premiere Pro.

RESULT

Created a 3 minute sci-fi animation which have been reshown to class consecutively for 5 semesters and was entered in the 2016 Jallou Animation Festival.

Academic | Team of 4 | Maya | Adobe Aftereffects | Premiere Pro



EDUCATION

Simon Fraser University
School of Interactive Arts and
Technology (SIAT)

Fall 2013- present

INTERESTS



BIKING



HIKING



NOVELS



GAMES



ANIMATION



DRAWING



MOVIES



HISTORY

COMMUNITY

ILLUSTRATOR 2013-PRESENT

ARADIED

GOAL

Continue to grow own creative brand in its 4th year of creating fan art merchandises and commissions through own start up business.

TASKS

Design and manage fan merchandise and art prints for personal online shop and art conventions in the Lower Mainland as well as the States. Actively collaborate in art books organized by online artists.

Personal Project| Individual| Paint Tool SAI, Photoshop, ClipStudio

GRAPHIC DESIGNER SUMMER 2015-SPRING 2016

SFU "YOUNG WOMEN IN BUSINESS" CLUB, GRAPHIC DESIGN TEAM

GOAL

Promoted the club's activities, events and brand on social media.

TASKS

Communicated with design team and club executives to fulfill the design briefs and to consult, revise, and complete the social media banners. promotinal videos, and recruitment packages within deadlines.

RESULT

6 promotional banners were made for Facebook, Instagram, Twitter, and email newsletters. Recruitment package and promotional video was also shared on those accouts

Volunteer| Team of 6 | Adobe Illustrator | Adobe Photoshop

ILLUSTRATOR, DESIGNER SPRING 2015

SURREY PUBLIC BANNER, CONTEST WINNER

GOAL

Designed matching banners of 2 different formats that focuses on the theme of "water".

TASKS

Researched, sketched and went through design concept cycle and re-iterations to get to 2 final design pieces completed within a month.

RESULT

Winning design "Cycle" was chosen amidst more than 40 submissions from 20 artists. Banners are currently still up on several roads in Surrey.

Contest| Individual| Adobe Photoshop| Paint Tool SAI

ILLUSTRATOR FALL 2014

MINICOMI ART MARKET, RUNNERUP MASCOT

GOAL

Redesigned 3 mascot characters that will be used in pamphlets and flyers for the Minicomi Art Market.

TASKS

Sketched multiple concepts, drew line art, and coloured

RESULT

Illustration was implemented as promotional cards at several manga and comic conventions

Contest| Individual| Paint Tool SAI