NICK SUNG

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SKILLS

Code

Java

JavaScript

C#

HTML/CSS

Design

Figma

Illustrator

InDesign

After Effects

Photoshop

DESIGN EXPERIENCE

Rumble Rally: [Exchange Project]
Fall 2022
- Designed a racing game for the visually impaired that utilized the latest technologies in virtual reality, as a technology realization project for the innovation team of the Dutch rehab and advice company Royal Dutch Visio.
- Created the haptic feedback system for a haptic suit used to guide players around the track.

ShareWares App Interaction Design: [Academic Project]
Summer 2022
- Established design space through ethnographic research, field interviews, and co-creation workshops for a Vancouver-based reusable take-out container company.
- Utilized research to create a design solution and presented to the client through user personas, jorney maps, and storyboards.

Vybe Speaker: [Academic Project]
Summer 2022
- Built a high-fidelity prototype speaker utilizing RFID and Spotify API to play songs by tapping a card on the speaker.
- Collaborated closely with group members to ensure successful cohesion between functional and design requirements.

PLAY

WORK EXPERIENCE

Digital Media Assistant: [Beedie School of Business]
Fall 2021
- Supported 90 classes with lecture room audio and visual equipment.
- Created 30+ online courses in Canvas for graduate students.
- Collaborated with faculty to create accessible course material and associated instructional documents for future staff.

Server: [Sango & Kisoji]
Fall 2018 - Spring 2020
- Provided excellent customer service fast-pace environments through teamwork, multi-tasking, and communication skills.

EDUCATION

Simon Fraser University
Spring 2020 - Summer 2024
Bachelor of Science Interactive Arts and Technology
- CGPA 3.58; Deans Honour Roll (Spring 2023)
- Exchange Program: Eindhoven Technical University, Netherlands

Douglas College
Fall 2017 - Fall 2019
Computer Science Certificate