HYACINTH WENG ✿

DESIGN | CODE | PLAY

I tell stories through playful experiences.

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↗ www.hyacinthweng.com

ABOUT

Hi! I am a Chinese–American artist/designer who is creating playful experiences and loves trash. I'm interested in how objects, like trash, can act a medium for storytelling—both physical and digital. I work primarily in web design, UI/UX, graphic design, and sometimes make games. I am curious, logical, and detail–oriented. In my free time, I like to play games, ponder the universe, and explore the absurd.

EDUCATION

✿ **Parsons School of Design**
August 2019 –May 2023
Dean's BFA Scholarship 3.97 GPA
Design & Technology Major
Communication Design Minor

✿ **Georgia Governor's Honor's Program**
June – July 2018
Visual Arts Major, Math Minor

✿ **School of the Art Institute of Chicago**
July 2017
Early College Program Summer Institute – Visual Communication Design

ACHIEVEMENTS

✿ **The New School X IBM 2021 Quantum Design Jam**
Honorable Mention in Visual Arts & Design Category

EXPERIENCE

✿ **Website Committee Lead**
Parsons School of Design
February – May 2023
Designing the website for the Parsons Design & Technology class of 2023 End of Year Thesis show.

✿ **Research Assistant**
Parsons School of Design
March – May 2022
Working for my professor to contribute to the development of p5.party, a p5.js library. I worked on teaching samples, documentation, and code.

✿ **Art Intern**
AGS
June – July 2019
Working on a personal project to redesign the interface of an older slot machine game, applying Chinese aesthetics & iconography to match target audience interests.

SKILLSET

Software
InDesign ✿✿✿✿✿
Photohshop ✿✿✿✿✿
Illustrator ✿✿✿✿✿
Figma ✿✿✿✿✿
Unity ✿✿✿✿✿

Code
JavaScript ✿✿✿✿✿
HTML/CSS ✿✿✿✿✿
C# (Unity) ✿✿✿✿✿
C++ (Arduino) ✿✿✿✿✿

Design
Design Thinking & Analysis
Creative Problem Solving
Rapid Prototyping & Iteration