HYACINTH WENG 🌣

DESIGN | CODE | PLAY

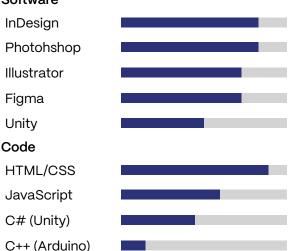
I tell stories through playful experiences.

- +1 (678) 818 3655
- www.hyacinthweng.com
- in linkedin.com/in/hyacinthweng
- github.com/pandahya



SKILLS

Software



ABOUT

Hi! I'm Hyacinth, a designer and creative technologist creating playful experiences. I enjoy exploring how digital interactions can become a medium for storytelling and believe that details are what bring an experience to life. I have project experience in UIUX, web design, game design, and branding. In my free time, you'll find me solving puzzles, taking walks, and playing games.

EDUCATION

Parsons School of Design

August 2019 - May 2023

Design & Technology Major, Communication Design Minor Dean's BFA Scholarship, 3.97 GPA

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

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

EXPERIENCE

Website Committee Lead

February - May 2023

@ Parsons School of Design

Designing the website for the Parsons Design & Technology class of 2023 End of Year Thesis show. Responsible for creating development–ready Figma layouts, facilitating student submissions, and organizing content.

Gained Experiences:

- + working and communicating with a web dev via Figma
- + interpreting and working within brand guidelines
- + organizing and facilitating communication between and within functional teams

Research Assistant

March - May 2022

@ Parsons School of Design

Working for my professor to contribute to the development of p5.party, a p5.js library for easily creating online multi-user sketches. I helped create demos and teaching material.

Gained Experiences:

- + understanding code method use cases and ideating demos
- + working in a team with handoffs

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.

Gained Experiences:

+ learned to transform traditional Chinese elements into suitable iconography