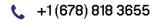
HYACINTH WENG **☆**

DESIGN | CODE | PLAY

I tell stories through playful experiences.



www.hyacinthweng.com

in linkedin.com/in/hyacinthweng

github.com/pandahya

SKILLS

Software

InDesign
Figma
Photoshop
Illustrator
Unity

Code

ABOUT

Hi! I'm Hyacinth, a designer and creative technologist creating playful experiences. I enjoy exploring how digital interfaces and interactions can become a medium for storytelling and have a passion for the details in bringing an experience to life.

EDUCATION

Parsons School of Design Aug 2019 - May 2023

BFA 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

EXPERIENCE

🕏 Studio Assistant

Sept 2023 - current

@ East West Fine Art Studio

Assisting creating public art proposals, website maintenance, and social media management.

Gained Experiences:

+ preparing project proposals and presentation decks, including layout design, creating graphics, and writing

Website Committee Lead@ Parsons School of Design

Feb - May 2023

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 with a web developer via Figma
- + interpreting & working within brand guidelines
- + leading and facilitating communication between and within functional teams

💠 Art Intern @ AGS

June - July 2019

Redesigning the interface of an older game, applying Chinese aesthetics and iconography to match target audience interests.

Gained Experiences:

+ learned to transform traditional Chinese elements into suitable iconography