

HYACINTH WENG

PARSONS SCHOOL OF DESIGN

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<https://pandahya.github.io/portfolio>

PROFILE

I am a third year student, currently studying at Parsons School of Design. I am curious, diligent, detail-oriented, and eager to learn. My background is in web design, graphic design and fine arts, and I have experience in brand and UI/UX design as well. I enjoy creating interactive experiences and games, telling stories, and designing the visual communication of it all. Outside of art I like handcrafts, reading, playing games, and solving puzzles. I've worked and created with a multitude of media from the traditional to hardware, software, and just anything that delivers my ideas.

EDUCATION

• PARSONS SCHOOL OF DESIGN

Dean's BFA Scholarship & 3.96 GPA Class of 2023

Design & Technology Major

Communication Design Minor



• GEORGIA GOVERNOR HONOR'S PROGRAM

Visual Arts Major, Math Minor

June - July 2018



• SCHOOL OF THE ART INSTITUTE OF CHICAGO

Early College Program Summer Institute - Visual Communication Design
July 2017



• SAVANNAH COLLEGE OF ART AND DESIGN

Summer Seminars - Graphic Design, Design Thinking, Color Theory, Sequential Art

June - July 2016



COURSEWORK

- **CD: INTERACTION:** learning HTML/CSS and other webdesign functions in creating and designing websites
- **SYSTEMS FOR BRANDS:** researching and analyzing what makes up a brand, and developing a competing brand to an existing company
- **DESIGNING FOR USABILITY:** introduction to the user experience design process: from research, to interface design, to a testable prototype
- **CD: DYNAMIC CONTENT:** making interactive, print, and time-based information design using computational methods of working with data

EXPERIENCE

• STUDIO DEGEN - 2021-NOW

A group of friends creating unique and playful experiences that engage with emerging technologies. I'm responsible for UI/UX design & implementation, game design & development, and visual graphics.



• AGS ART INTERN - SUMMER 2019



I held a summer internship at AGS, a slot machine company. I redesigned the interface of an older game to apply Chinese aesthetics and iconography to appeal to the target audience.

ACHIEVEMENTS

2021

• THE NEW SCHOOL X IBM QUANTUM DESIGN JAM



Honorable Mention in Visual Arts & Design Category

2019

• 2019 SCHOLASTIC ART & WRITING COMPETITION

3 Regional Gold Keys, 6 Honorable Mentions



• 2019 GEORGIA WATERCOLOR SOCIETY

1st Place Judy Greenberg Scholarship

2018

• 2018 SCHOLASTIC ART & WRITING COMPETITION

National Silver Medal, 2 Regional Gold Keys, 2 Silver Keys, 3 Honorable Mentions



SKILLSET SOFTWARE

InDesign

Photoshop

Illustrator

Figma

Unity 2019.4

CODING

HTML/CSS

JavaScript

C# (Unity)

C++ (Arduino)

DESIGN

- Design Thinking and Analysis
- Prototyping and Iteration
- Ideation and Documentation
- Creative Problem Solving