

HYACINTH WENG

DESIGN | CODE | PLAY

ABOUT

Hi! I'm Hyacinth, a designer and creative coder with a passion for creating playful and impactful experiences. I excel in creative problem solving and am an eager learner. I am detail oriented and think in systems, valuing efficiency and communication.

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www.hyacinthweng.com

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github.com/pandahya

SKILLS

Software

InDesign	<div><div></div></div>
Figma	<div><div></div></div>
Photoshop	<div><div></div></div>
Illustrator	<div><div></div></div>
Excel	<div><div></div></div>
Unity	<div><div></div></div>

Code

HTML/CSS	<div><div></div></div>
JavaScript	<div><div></div></div>
C# (Unity)	<div><div></div></div>

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

- E-Commerce Intern** Jan 2024 – current
@ KISS Products
Managing the brands' TikTok Shop, TikTok Affiliate influencers, and affiliate channels.
Contributions:
 - + expanding and refining TikTok Affiliate strategy
 - + coordinating DTC launches/campaigns through TikTok Shop to enhance brand presentation & customer experience, driving sales
- Studio Assistant** Sept – Dec 2023
@ East West Fine Art Studio
Assisting creating public art proposals, website maintenance, and social media management.
Contributions:
 - + prepared project proposals and presentation decks, including layout design, creating graphics, and writing
- Website Committee Lead** Feb – 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.
Contributions:
 - + designed key website pages to effectively communicate visual theme and content
 - + led and facilitated 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.