# HYACINTH WENG ✿

DESIGN | CODE | PLAY

I tell stories through playful experiences.

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## SKILLS

### Software

InDesign

Figma

Photoshop

Illustrator

Unity

### Code

HTML/CSS

JavaScript

C# (Unity)

C++ (Arduino)

## 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**        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.

*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