

PATRICK PENG



PROFILE



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I am a Vancouver-based front-end web developer who is driven to designing great user experience and creating user interface with digital design tools and my programming skills. I am also a very passionate photographer who always capture the precious moments in everyday life.



DESIGN EXPERIENCE

Web Development

TRACS, 2014 - 2015

Type: Web application

Tools: PHP, MySQL, JQuery, Bootstrap

Game Design

Planet of Insects, 2013

Type: Academic project

Team size: 4

Tools: Illustrator, Photoshop, Game Maker Studio

User Interface Redesign

SFU Student Enrollment System Redesign, 2012

Type: Academic project

Team size: 6

Tools: Illustrator, Photoshop, Dreamweaver, Premiere

+ Front-end Web Developer

Task: To design application modules for the Teaching Research and Collaboration System (TRACS) to facilitate internal processes for staff and faculty use within the Beedie's School of Business.

Role: Collaborated with back-end developers to design and develop intuitive, user-friendly web interfaces using Codeigniter, a PHP web framework, along with Bootstrap for quick and mobile-first front-end development.

Outcome: Created numbers of modules to manage course schedule, graduate data, and events.

+ Lead Programmer // Level Designer

Task: To design game maps and code for a 2D puzzle-adventure game.

Role: Worked with graphic artist and created series of avatars and sprites. Coded and created playable game executable using Game Maker.

Outcome: Embedded an original AI system using a combination of different tools in Game Maker as well as programming language. Gained knowledge and experience in game design.

+ UI Designer // Videographer

Task: To redesign the course enrollment system to enhance the usability and user experience of the current system.

Role: Participated in the design process of the project including research, brainstorming and prototyping. Created digital prototype using Illustrator and Dreamweaver. Helped conduct the user testing sessions and collected user feedback. Directed and shot the promotional video for the project.

Outcome: Nominated and awarded second place in SIAT showcase 2013. Practiced and strengthened my ability to work in a large team and gained valuable experience in user interface/user experience design.



WORK EXPERIENCE

Beedie School of Business Simon Fraser University

2014 - 2015

+ Front-end Web Developer

Collaborated with back-end developers to develop multiple web applications for faculty and student. Redesigned user interface for existing web applications. Made regular updates to the school's website, WordPress blogs and E-newsletters.

Charlie's Wedding Photo

2012 - 2013

+ Photographer's Assistant

Helped photographer set up the lighting equipment on a daily basis. Processed digital photographs with various touch-up techniques. Communicated with the primary photographer as well as customers.



TECHNICAL SKILLS

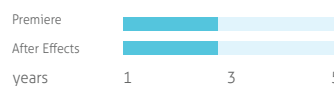
Programming



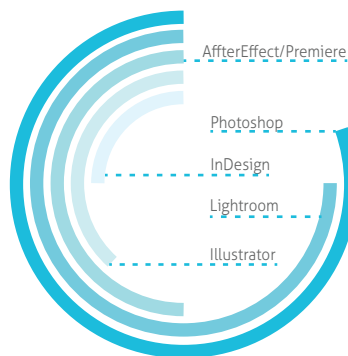
Design



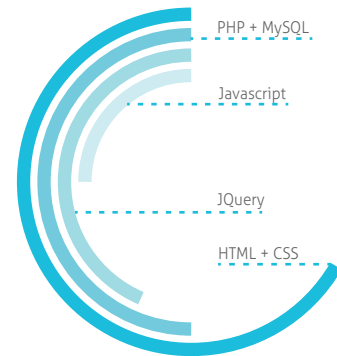
Video



years 1 3 5



DESIGN



PROGRAMMING



TOOLKIT

- User testing
- Prototyping
- Interaction design
- Brainstorming
- Photography
- Wireframing
- Graphic design
- Game design
- Researching
- Cinematography



EDUCATION

Simon Fraser University 2010 - 2015

- **Degree:** Interactive Arts and Technology, Bachelor of Science

Related concepts: Graphic design, Interaction design, Game design

- **Minor:** Print and Digital Publishing

Related concepts: Publication design, Business and marketing in publishing



ENTHUSIASMS



Photography



Video Games



Film



Cycling

As a photography enthusiast, I am always fascinated by how beautiful the world is and how the camera capture the connection between people. Photographs often give me great inspirations during the design process because what I design is all about interaction. I am also intrigued with video games and movies as both challenge my brain.