

# JUN PENG



## DIGITAL GRAPHIC + INTERACTION DESIGNER



### PROFILE



604-805-0993



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www.junpeng.ca



I am a senior design student who is driven to designing great user experience and creating user interface with digital design tools and programming skills. I am also a very passionate photographer who is always capturing the precious moments in everyday life.



### RECOGNITIONS



#### SIAT Showcase Competition 2013

Second place in "Programming and System Design" Category

**SFU Student Enrollment System** Redesign is a team project that reinforces user-centered design principles in design process and create a more user-friendly enrolling experience for students in SFU.



#### SIAT Showcase Competition 2012

Second place in "Moving Images" Category

**Snap** is a short film by a team of 4 that narrates a mysterious story of a very special vintage camera. The film was created using DSLRs and basic lighting equipment as well as dedicated sound recorder.



### DESIGN EXPERIENCE

#### Game Design

*Planet of Insects*, 2013

**Type:** Academic project

**Team size:** 4

**Tools:** Illustrator, Photoshop, Game Maker Studio



#### 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 programming languages such as C++, C and Java in Game Maker. Gained knowledge and experience in game design.

#### User Interface Redesign

*SFU Student Enrollment System Redesign*, 2012

**Type:** Academic project

**Team size:** 6

**Tools:** Illustrator, Photoshop, Dreamweaver, Premiere



#### 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

### Rewind Studio

2012 - Present

#### + Creative Director // Cinematographer

Founded and operate Rewind Studio. Provide wedding related services to our customers including photography and videography. Lead and direct the team to capture wedding with my unique visions. Also in charge of most post-production work including video editing and sound editing.

### 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

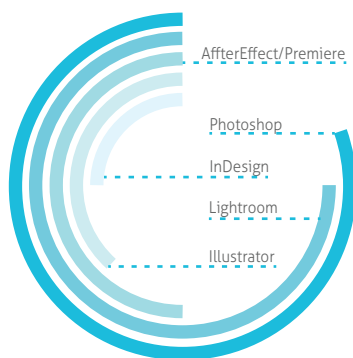
### Programming



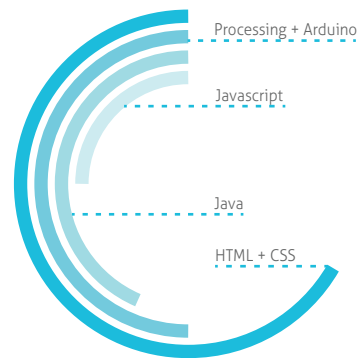
### Design



### Video



DESIGN



PROGRAMMING



## TOOLKIT

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



## EDUCATION

### Simon Fraser University 2010 - Present

- 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.