

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 by great user experience and creates 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 Resdesign 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
(school project, 2013)

Group size: 4

Tools: Illustrator, Photoshop, GameMaker 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 GameMaker.

Outcome: Embedded an original AI system using a combination of different programming languages such as C++, C and Java in GameMaker. Gained knowledge and experience in game design.

User Interface Redesign

SFU Student Enrollment System Redesign (school project, 2012)

Group 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 took 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 the 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 postproduction work including video editing and sound editing.

Charlie's Wedding Photo

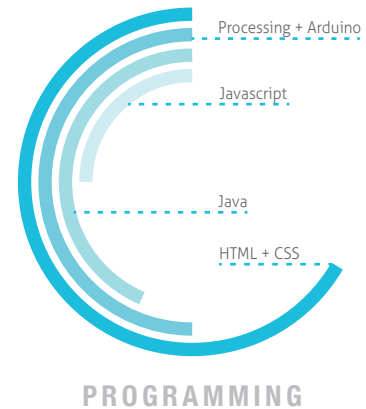
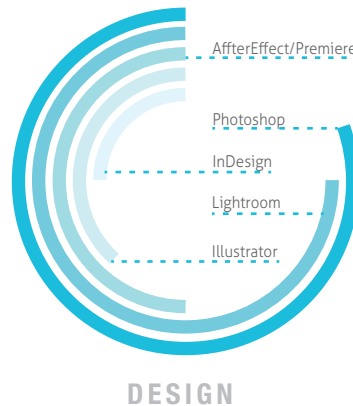
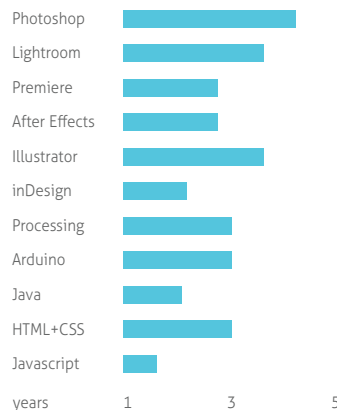
2012 - 2013

+ 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



TOOLKIT

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



EDUCATION

Simon Fraser University 2010 - Present

Degree: Bachelor of Science in Interactive Arts and Technology

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



Movies



Cycling

As a photography enthusiast, I am always fascinated by how beautiful the world is and the connection between different individuals. They often give me great inspirations during the design process because what I design is all about interaction. I am also obsessed with video games and movies as something that charge my brain. I love all kinds of sport, especially cycling, because it can drag me out of the house and give a boost to my health.