

WINKIE NG

Graphic, UX/UI Designer

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MY PASSIONS

An enthusiastic graphic and UX/UI designer who has a strong interest and skills in visual communication and able to do product design, publication, web development and simulation design. Flexible with a wide range of technical tools, including design, media and coding, I am confident in solving multidisciplinary problems while studying at the School of Interactive Arts and Technology at Simon Fraser University.

TECHNICAL

Design

Adobe Illustrator
Adobe InDesign
Adobe Photoshop
SolidWorks
Axure
Figma
InkScape

Media

Adobe After Effect
Adobe Premiere Pro
Final Cut Pro

Coding

HTML & CSS & JavaScript
Processing
Java
Python

WORK EXPERIENCES

Graphic, Character Design - Zen Maker Lab

May 2021 - Present

Digital Designer and Illustrator, Fabrication Shop Assistant, Designer - Project and Instructor

- Worked as a team to design the mascot of company that will be used on the company's product, e.g. T-shirt, activity booklet, achievement badges and 3D model by using Illustrator, Photoshop, SolidWorks
- Designed and created stickers that would be handed out to the kids throughout the classes
- Assisted the marketing team by creating advertising materials to promote and increase the company's presence such as the trifold brochure, flyers and coupons.
- Instructed and delivered weekly classes to grades K-3 kids through Summer Camps and After School Programs, as well as designing new course materials and activities
- Designed the product based on the requirement after receiving orders from external and internal requests by using InkScape and SolidWorks, then create the physical product by using the laser cutter, 3D printer, vinyl printer or UV printer.

UX/UI, Web Design - Certified Cell

Sep - Dec 2020

Web Design and Development

- Researched the background of the company's brand
- Analyzed the problems of the original website with groupmate based on consistency, responsive design, interface and interaction elements, website accessibility, usability and information architecture
- Combined and sketched ideas logically and coherently after discussing with groupmate by using Adobe PhotoShop
- Created style guide in order to make sure the interactive elements and text elements are consistent and define the company's branding by using HTML, CSS and JavaScript
- Iterated and constructed the webpage every week based on the received feedback

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ACADEMIC PROJECTS

UX/UI, Game, Graphic Design - Minion Surgery

May - Aug 2020

Academic Project - Multimedia Programming for Art and Design

- Created a proposal in order to brainstorm the coding, steps and the game flow of the surgery simulation
- Sketched game flow, starting and ending screen by using Adobe Illustrator
- Coded the simulation and added different kinds of animation by using Java
- Iterated and constructed the simulation every week based on the received feedback
- Created a video to present the game flow and animation elements presented in the simulation by using Final Cut Pro

Poster, Graphic Design - Soap Man

May - Aug 2020

Academic Project - Graphic Design Fundamental course

- Researched the information from the government website to get some inspiration and brainstormed ideas in order to decide the content and the topic related to COVID-19 messaging of the poster
- Created quick and rough sketches in order to explore different options by using Adobe Illustrator
- Sketched the layout of the booklet and finalized the cover, front matter and back matter by using Adobe InDesign
- Refined the digital version of the booklet and poster based on the best thumbnail from the sketches by using Adobe InDesign and Illustrator
- Revised the digital version based on the weekly feedback in order to make the content easily accessible, readable and enjoyable

3D Modeler, Graphic Design - A Clown on a Unicycle

Jan - Apr 2020

Academic Project - Spatial Thinking and Communication course

- Brainstormed & communicated ideas with groupmate in order to decide the housing and motions
- Collaborated with groupmate in order to finalize the model with respect to its structure, mechanism and assemblies
- Sketched the isometric sketches and part sketches of the model in order to decide their sizes by using Adobe Illustrator
- Followed the sketches to create the digital model by using SolidWorks
- Created a video to present and demo our model by using Final Cut Pro

EDUCATION

Simon Fraser University - Bachelor of Arts

Sep 2018 - Present

Interactive Arts and Technology - Design Concentration, Publishing Minor

School of Interactive Arts and Technology (SIAT) is a unique program that combines programming, art and design through projects and allows us to explore different disciplines of design.

INTERESTS

Character design, Photography, Playing the piano & harp, Baking, Travelling