

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 is able to do product design, publication, web development and spatial design. Flexible with a wide range of technical tools, including graphics, 3D models, UX/UI, media and coding. I am confident in solving multidisciplinary problems while studying at the School of Interactive Arts and Technology and Publishing at Simon Fraser University.

TECHNICAL

Graphics	3D models & UX/UI	Media	Coding
Adobe Illustrator	SolidWorks	Adobe After Effect	HTML
Adobe InDesign	Rhino	Adobe Premiere Pro	CSS
Adobe Photoshop	OnShape	Final Cut Pro	JavaScript
Figma	Protopie		Processing
InkScape	UXPin		Java
	Twin Motion		Python

GRAPHIC DESIGN EXPERIENCE

Graphic, Character Design, Fabrication - Zen Maker Lab May 2021 - Current

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.
- Delivered classes to kids grades K-3 for After School Programs

Graphic, 3D Model, Web, Video Editing, Fabrication - Bloom Jan - Apr 2022

Academic Project - Spatial Design course

- Researched and investigated the terrain and surroundings to determine the best location for our pavilion and pergola through field trip
- Worked as a team to brainstorm and sketched different iterations of the model by using Adobe Illustrator
- Collaborated to finalize the exterior and interior of the model while considering spatial theories and concepts and human factors.
- Created 3D digital model in Rhino based on the finalized sketched and the thickness of different materials
- Applied lighting and human factors in our model and created VR walkthrough by using Twin Motion and Final Cut Pro
- Fabricated our physical pergola and used a blog to record our design process

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Graphic, 3D Model, Video Editing - 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

UX/UI EXPERIENCE

UX/UI, App, Graphic, Video Editing - ProFit

Jan - Apr 2022

Academic Project - Interface Design course

- Researched different domain and analyzed the challenges that different professional context faced during the pandemic
- Proposed three key features that our app will include and combined our rough wireframe sketches after discussing with groupmates and receiving feedback from TA by using Adobe PhotoShop
- Used Adobe Illustrator to create different iterations of logos in order to match our key features of our app as well as the professional context
- Created four different mockups using Protopie and UXPin and combined them to finalize the the interface and interaction of the prototype in Figma
- Constructed the prototype and implemented logical use by applying coding in Protopie
- Created process video to explain how we come up with this prototype by using Final Cut Pro

UX/UI, Web Design - Certified Cell

Sep - Dec 2020

Web Design and Development course

- 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

EDUCATION

Simon Fraser University - Bachelor of Arts

Sep 2018 - Present

School of 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.