

WINKIE NG

Industrial & Graphic Designer

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EDUCATION

Simon Fraser University

Sep 2018 - Dec 2023

School of Interactive Arts and Technology - Design Concentration, Print and Digital Publishing Minor

WORK EXPERIENCE

Zen Maker Lab / Illustrator & Fabrication Shop Assistant

May 2021 - May 2022

Collaborated with the design team to create the company's mascot and various products for course content, including illustrations, for achievement booklets, stickers, mats, and posters. Assisted the marketing team in producing advertising materials and partnered with local stores to design laser-cut cup coasters and keyholders. Worked with the engineering team to develop course activities and provided design recommendations to enhance the user experience of our products.

Received orders from both internal and external clients to design, print, and fabricate a diverse array of items, encompassing wooden, 3D-printed, and metal pieces. Operated various machines, including laser-cutting, UV printing, 3D printing, and vinyl printing, to bring the projects to life. The 3D models were crafted using SolidWorks, Fusion 360, and TinkerCAD. Illustrations and graphic design tasks were completed using Illustrator.

CREATIVE EXPERIENCE

Falling Eclipse / Academic Case Study

May - Aug 2022

Created a speaker that aim to help insomnia sufferers achieve good-quality sleep and establish a healthy sleep routine without taking up excessive space. Collaborated closely with the fabrication department to discuss the material characteristics and receive suggestions on how to utilize them. Led the visual design, 3D modeling, and fabricating stages. The illustration was created using Illustrator, and the 3D model was crafted using Maya. Various types of wood and fabric were used for the physical model.

Bloom / Academic Case Study

Jan - Apr 2022

Created a pavilion and pergola intended for use in hosting parties and ceremonies at Holland Park, Surrey, BC. Conducted field trips to investigate the terrain and surroundings to ensure the optimal location and account for human factors. Led the 3D modeling, VR walkthrough, and fabricating stages. The 3D model was created using Rhino, and the VR walkthrough was developed using Twin Motion. Foam and wires were used for the physical model.

A Clown On A Unicycle / Academic Case Study

Jan - Apr 2020

Created a toy with mechanical motion intended bring joy and cheer to the kids who interacted with it. Led the visual design, 3D modeling and fabricating stage. Operated laser cut machine and 3D printers to create the pieces for assembly. The 3D model was designed using SolidWorks. MDF, PLA and felt were used for the physical model.

DESIGN SKILLS

Industrial Design

3D Modeling

Prototyping

Graphic Design

Illustration

UX Design

Product Design

Wireframing

DESIGN TOOLS

Photoshop

Figma

Rhino

Illustrator

Maya

Blender

InDesign

SolidWorks

TinkerCAD