

# WINKIE NG

Graphic & Product Designer

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## MY PASSIONS

An enthusiastic and versatile designer with skills in graphic design, product design, 3D and physical modeling, UX/UI, and front-end coding.

## TECHNICAL

### Graphics

Adobe Illustrator  
Adobe InDesign  
Adobe Photoshop

### 3D modeling

SolidWorks  
Maya  
Rhino

### UX/UI

Figma  
ProtoPie  
UXPin

### Coding

HTML  
CSS  
JavaScript

## GRAPHIC & PRODUCT DESIGN EXPERIENCE

### Falling Eclipse - Material Design course

May - Aug 2022

- Brainstormed, sketched and rapidly prototyped physical models based on feedback and insights
- Worked with the fabrication department to try bending different types of wood and determine which would best suit our design
- Created orthographic and exploded views using Illustrator to provide detailed information on the proportions, structures, and appearance of the design.
- Created a 3D model, textured, and added lighting in Maya to produce rendered images with various settings
- Fabricated a high-fidelity physical model using various materials and tools to investigate various prototype and production techniques

### Illustrator and Fabrication Shop Assistant - Zen Maker Lab

May 2021 - Jun 2022

- Worked as a team to design the mascot of company by using Illustrator, Photoshop, and SolidWorks
- Created illustrations, 3D products, and laser-cut keyholders for course content from K3 to Grade 7, including achievement booklets, stickers, mats, and posters
- Assisted the marketing team in creating advertising materials such as trifold brochures, flyers and coupons
- Designed and printed 3D products, laser-cut, created vinyl prints and UV prints for internal and external clients

### A Clown on a Unicycle - Spatial Thinking and Communication course

Jan - Apr 2020

- Brainstormed and communicated ideas with group members to decide on the housing and motions of the project
- Proposed 3 key motion features based on its structure, mechanism, and assemblies
- Created isometric drawings and part sketches using Illustrator to determine their sizes
- Converted digital sketches into 3D model and mated parts by using SolidWorks

## EDUCATION

### Simon Fraser University - Bachelor of Arts

Sep 2018 - Dec 2023

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.