

# Dominic Wong

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A Multi-disciplinary Interaction Designer that will effectively utilize innovative strategies to interpret and provide valuable, functional, and intuitive user-centered solutions to successfully address challenging design problems.

## Technical Summary

Adobe Creative Suite (Photoshop, Illustrator, InDesign, Flash, Dreamweaver, Premiere)  
Microsoft Office Suite  
Basic MS Project and MS Visio  
Basic HTML, PHP, XML, ActionScript, and CSS  
Mac and PC OS platforms

## Working Knowledge

Ethnographic & Contextual Research  
Information Architecture & Information Visualization  
Heuristic Evaluation & Usability Testing  
Storyboarding & Prototyping  
Concept Ideation & Presentation  
Account Management & Team Management

## Experience

### Freelance Designer

Spring 2004 - Present

Produced branding and print material, user experience and interface design work for clients from various industries. Collaborated with developers. Clients include:

Tourism BC  
Harvey's

Leader Impact Group  
SFU SIAT

Think! Social Media  
Venture Connection

### Creative Director

EQQY GROUP

Spring 2008 - Present

Communicated with over 30 clients to determine project vision and goals then providing art direction and implementation strategies to the team. Directed projects through each phase ensuring consistency and quality. Supporting responsibilities include task coordination, concept development, proposal presentation, wireframing, and quality assurance. Clients include:

Warner Brothers Association  
DVDNow Kiosks Inc.

Richards Packaging  
Western Rice Mills Ltd.

Surespan Group  
ScotiaMcLeod

### Lead Visual Designer

EQQY GROUP

Spring 2005 - Spring 2008

A wide spectrum of projects helped refine technical skills and broaden design styles. Largely responsible for web interface design and print identity items.

Worked alongside project coordinator, design, and development team to ensure client needs are met.

## Design Assistant

Simon Fraser University Surrey  
Summer 2006 - Summer 2009

Contract position renewed yearly with increased duties. Responsible for SFU Surrey corporate documents, promotional graphics, newspaper advertisements, and photography. Most prominent projects include the SFU Surrey Grand Opening, Program Banners, and the Faculty of Health Sciences website redesign.

## Research Assistant

Design for Digital Environments  
With Senior Lecturer Russell Taylor  
Fall 2007

Produced and distributed content to 2nd year Interaction Design students through digital multi-page documents. Participated in design critiques and created a course website to archive project briefs and online resources.

## Volunteer Experience

### Seattle Design Charette Mentor

Simon Fraser University  
Fall 2006, 2007, and 2008

A 3-day Annual Design Charette with the objective of studying space design in context of Seattle's city culture. Acted as a mentor for a group of 2nd year students, guiding, teaching, and assisting in their process development and critiquing design ideas.

### Visual Designer

Enoch Youth Outreach Society  
Spring 2008 - Summer 2010

Worked with the President and Program Coordinator to produce theme designs, identity-related print items, promotional and media graphics.  
Developed a graphics standard document for volunteers at the non-profit organization.

### Administrator & UX Designer

XKUBE Online Community  
2004 - 2007; Spring 2008 - Present

Responsible for community management and encouraging social interaction.  
Restructure and redesign phase required interface design, user experience, and strategic community development.

## Education

### Simon Fraser University

BA in Interaction Design  
Communications Minor

Graduated Interaction Design Major at the School of Interactive Arts & Technology. Studied design history, human computer interaction, multidisciplinary design methodologies and put theories into practice. Graduated with Dean's Honor Roll recognition 5 years in a row, CGPA of 3.8 and received design scholarships.

### ItaliaDesign Field School

January - December 2007

7 weeks were spent in Italy studying Italian culture and the essence of time in the quality of Italian design. In-field study followed by a course to produce and present the team's findings through information models, research papers, and video interviews.