

Joey Wong

www.joeywzy.com

joeywzy27@gmail.com

(236) 979-4274

Vancouver, BC, Canada

About

I'm an end-to-end UX/UI Designer with an expertise in psychology, UX design, technical UI design, and UX research.

Currently at **Epic Games** as a UX Design Intern on **Fortnite**.

RELEVANT EXPERIENCES

UX Design Intern @ Epic Games (Fortnite)

Mar. 2023 - Present • Remote

- Redesigning the information architecture and layout for multiple key screens on Fortnite's Creative mode by hosting card sorting sessions, creating wireframes, and implementing new UI widgets and data models in engine, impacting thousands of Fortnite Creators.
- Leading the design to genericize common game UI systems by identifying game design needs and wireframing and prototyping template UI widgets, turning them into custom UI tools for Fortnite Creators in Fortnite Creative and Unreal Editor for Fortnite (UEFN).
- Facilitating weekly internal Unreal Engine learning sessions to guide designers on how to navigate and prototype in engine.

UX/UI Designer @ BRON Studios

Sep. 2022 - Feb. 2023 • Vancouver, BC

- Spearheaded the research, planning, implementation, and documentation of the UI architecture for a mobile game UI in Unreal Engine using blueprints, UMG, and CommonUI.
- Designed and implemented UI layout, flow, animations for menus, HUD, and gameplay systems.
- Created materials, pipeline, and tools to integrate UI art assets while working with a UI Artist.
- Drove all UX/UI related tasks such as research, flows, wireframes, prototypes, and managing the design system.

UX/UI Designer @ Hololabs

May. 2022 - Aug. 2022 • Vancouver, BC

- Effectively collaborated with a UI artist to ideate and create in-game HUD elements, menus, and various assets (icons, buttons) for Hololabs' spinoff AR mobile game.
- Facilitated design workshops with key stakeholders to converge on the visual identity of the UI.

UX/UI & Game Designer @ Centre for Digital Media

Sep. 2021 - Aug. 2022 • Vancouver, BC

- Developed all gameplay systems in Unreal Engine 4 for a VR narrative game and worked closely with an artist and narrative designer to implement art assets and dialogue systems.

OTHER EXPERIENCES

Head of UX @ Propel Projects

Oct. 2020 - Dec. 2021 • Remote

Directed the UX curriculum for a non-profit program that has brought together over 50 international participants to build digital products, maintaining a 95% post-graduation employment rate for UX graduates.

User Research Coordinator @ Kaiser Permanente

Nov. 2019 - Jul. 2020 • Los Angeles, California, US

Actively cooperated with user researchers to identify and screen suitable participants for studies, successfully expanding the existing participant panel by 20% while maintaining a 95% average attendance rate. Collaborated with design, research, and strategy leadership teams to audit past research studies, creating a strategy framework to drive future high-level design and research roadmaps.

User Researcher @ Byrd Polar and Climate Research Center

Jan. 2018 - May. 2019 • Columbus, Ohio, US

Conducted over 100 usability tests in laboratory and public settings for FEVer, an educational weather web application funded by the National Science Foundation (NSF), to collect data and inform future design decisions.

SKILLS

UX/UI Design

Interaction Design

Blueprints (Unreal Engine)

Unreal Motion Graphics (UMG)

Materials and Shaders

Game Design and Development

Rapid Iterative Prototyping

Wireframes

User and Game Flows

Usability and Play Testing

User Interviews

Surveys

TOOLS

Figma

Unreal Engine

Unity

Perforce

Unreal Game Sync

GitHub / GitLab

Adobe Photoshop

Adobe Illustrator

EDUCATION

Centre for Digital Media

Sep. 2021 - Aug. 2022 • Vancouver, BC

Master's of Digital Media, GPA: 4.26

The Ohio State University

Aug. 2016 - May, 2019 • Columbus, Ohio, US

BS., Psychology • Minor, Human-Computer Interaction

LANGUAGES

English, Mandarin, Malay, Cantonese

INTERESTS

Indie games, hip hop dance, Dungeons & Dragons, photography, reading, fitness, personality theories