



Wong Kwun Ting

Nationality: Hong Kong

Website : <https://www.kwunting1218.com/>

Email: wongkwunting1218@gmail.com

Have the right to work in the UK

Address: London, UK

Phone: 07857066299

Education

2020–2022

Master of Architecture/ London, UK
March Design for Performance and Interaction
University College London (UCL)

2019–2020

Bachelor of Creative Industries/ Brisbane, AU
Interactive and Visual Design
Queensland University of Technology (QUT)

2015–2018

Higher Diploma in Creative Media/ Hong Kong, CN
Communication Design and Digital Media
Hong Kong Design Institute (HKDI)

2013–2015

Higher Diploma in Korean Language/ Hong Kong, CN
Communication and Business
The Chinese University of Hong Kong (CUSCS)

Skills

Graphic design

Photoshop, Illustrator, Procreate, InDesign, Lightroom

3D modelling/Animation

Fusion 360, Auto CAD, Sketch up, Cinema 4D, Maya, Blender

Video editing/Animation

Premiere Pro, After Effects, Audition

Interaction design

P5JS, Processing, TouchDesigner, Arduino, Unity

Other

Microsoft, Miro, Keynote, Figma

Language

Cantonese (Native Speaker)

Mandarin (Native Speaker)

English (Advanced)

Korean (Conversational)

Related Work Experience

11.2021–10.2022

Junior designer/ Shenzhen Kaijin Technology Ltd.

local brand and manufacturer, specialise in accessories, phone/Airpod case, decoration, product.

- Supervised full product design lifecycle, from requirement gathering, receiving brand guideline/ briefing, design research prototype, testing to final production, for 4 products – phone cases. Drafted mock-up using Fusion 3D and Photoshop, before client meeting with marketing for mass production design decision making. Production, design pipeline reduced 10%.
- Developed 4 products/ graphic/ visual design, e.g. (print ads, manual, photo/ graphic on e-commerce platform) with for online and offline campaigns. Proposed, implemented digital project management tool – Miro, to assign, monitor KPI: deliverables, milestone, deadline, requirement (typography) . Online sales conversion increased by 30%.

5. 2022–7.2022

Graphic/ Video Designer/ –L–ZOU from Bilibili

New media and design tutorial channel, new media design/ 3D modelling / interactive installation art design tutorial.

- Led 3 online courses (180 mins in total) content/ creative creation cycle , from content, mood-board, customer journey map, editing to publishing. Actively created a story-board template, after referencing competitors practise. Created assets library (incl. audio, graphic, video) to streamline editing. Used Adobe Premier, After Effect to edit. Client satisfaction jumped 20%.
- Created a tutorial on 3D modelling, interactive art installation design for beginners, made a self-teaching material for coding language C/ C++, Created electronics with Arduino hardware/software, and physical modelling installations through different workshop tools. Successfully trained beginners to get a quick start on designing an installation with Arduino.

6.2016–10.2016

Intern Designer/ Invisible Lab LTD. Hong Kong

Local design company, advertisement, event, exhibition

- Consulted client, concept design, 3d mockup, site measurement, surveying the site for testing and knowledge of facilities.
- Hong Kong Heritage Museum, regarding exhibition installation – Projection Mapping for “the Grand Weddings of the Qing Emperors”. Actively used Madmapper software to create projection design, connected video and physical exhibition installation to created ultimate interactive experience, after using Adobe PS, AE. Visitor experience enhanced 10%.
- Video editing: The Jade Solid Gold Best Ten Music Awards Presentation Hong Kong.
- Graphic design, Exhibition management, Document management



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Other Exhibitions Experience

14–29 January 2022

Project Leader/ The Bartlett UCL–Fifteen show

“Sound Space Modulator” London, UK

- Led a team of 3 to create a sound interaction installation, project concept and research. Using 4d cinema to simulate project construction and render promotional images. Made physical models in the workshop with different tools, laser cut, metal cutting, and wood cutting. Programming in C/C++ to control the electronic with Arduino, the data generated sound effect through Ableton. Used Premiere pro and After Effects to produce a promotional video.

10 September 2021

Exhibition installation project leader/ Ars Electronica Garden London

“O_O Blue” Flod, London, UK

- Led a team of 2 to create an interactive audio installation at Ars electronica festival in London, using the data from an ultrasonic distance sensor to generate a suspenseful sound through Ableton, 3D mock-up and testing the structure, physical modelling of the installation using laser cut. The exhibition ultimately created a suspenseful immersive interactive experience for the audience.

6th – 8th November 2019

Project Leader / Nexus showcase_Brisbane

“Curious Formations” Brisbane, Australia

- Provided a concept and 1:1 prototype immersive experience and motion Unity game design for the world science festival: Curiosity Brisbane 2020 within an efficient time and cost frame.
- Created a Cinema4D animation and use Madmapper to project the animation on the wooden sculpture.
- Created a virtual game in Unity, used Leap motion to track the hand data to control the game.
- Received good comments from the contractor from Curiosity Brisbane.

November 2016–Februray 2017

Museum installation designer / Ceremony and Celebration– the Grand Weddings of the Qing Emperors

“Flash Satin” Hong Kong Heritage Museum, Hong Kong

Interests

Drums, Piano, Percussion, Vlog, Videography, Photography, Skating, Camping, Yoga and Cooking.