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Education

Carleton University, Ottawa, Ontario
*Bachelor of Industrial Design (B.ID),
with High Distinction*
Sept. 1999 – Apr. 2004
Dean's List, President's Scholarship

Carleton University, Ottawa, Ontario
1 Yr. Computer Systems Engineering,
Sept. 1998 – Apr. 1999
Dean's List, President's Scholarship

Skills

- User experience/UI design
- User interface implementation and rapid prototyping
- Graphics design and motion graphics
- Industrial design/hard surface modeling

Applications and Languages

- Adobe Illustrator and Photoshop
- Flash/Actionscript
- Javascript/HTML/CSS
- XSLT
- C
- Maya/Solidworks/Alias Studio
- After Effect

Experience

Petroglyph, Las Vegas, NV, USA (<http://www.petroglyphgames.com>)
Sept 2009 – Sept 2010

Petroglyph is currently working on a new MMO called End of Nations which features RTS-style combat and long-term character progression with MMO social features. (<http://www.endofnations.com>) As the sole UI Designer at Petroglyph, I interacted with design, production, art, and engineering to define how the interface should behave and be laid out while acting as an advocate for the player.

- Designed, wireframed, and specified the UI specific implementation of features for systems of all varieties from the front-end, friends, mail, and crafting to the low level mouse interaction methods for the world map and ability targeting.
- Worked closely with lead designers to translate their design requirements into a usable interface that engineering could implement.
- Collaborated with UI artists and engineers to create new functionality and ensure it preserved design intent while staying within established timelines.
- Prototyped new interfaces in flash to test different alternatives without committing engineering resources for a working implementation.
- Performed informal usability tests and gathered feedback from players.
- Laid out the interface using our proprietary toolset and create graphics or animations as part of the implementation.

Vizable, Toronto, Ontario, CA (<http://www.vizable.com>)
August 2005 – Dec 2008

Vizable was a small software startup creating a platform that combines the powerful real-time scripting features of Flash with an open source 3d engine. The company's flagship product, the Pogo browser, was being developed with AT&T. While at Vizable I performed a variety of roles from designing and developing proofs of concept to defining the technical implementation of key interactive features.

- Prototyped and specified the implementation of a high performance interactive navigation method for dynamically loaded content in a scriptable real-time 3d engine. (<http://blip.tv/file/1644235>)

- Designed and defined the critical functionality of our 3d environment creation tool by researching and specifying the technical requirements for key functionality like direct manipulators for objects and creating/assigning behaviours to objects. (<http://blip.tv/file/1814288>)
- Defined a large number of new features in the core c++ 3d client with a focus on increased visual fidelity (real-time lights and shaders), improving performance (profiling and identifying slow functions, finding opportunities for parallel execution and asynchronous function calls), and improving developer ease of use.
- Designed and executed the graphical look and feel and 3d environment for a customer demo that won Vizible a multi-million dollar contract.
- Independently created the workflow to move models from mainstream 3d modelers to our platform and wrote an XSLT translator for legacy worlds.
- Wrote scripted libraries (e.g. vector algebra and industry standard animation easing functions) to increase developer efficiency and improve the fidelity of 2d graphics shown in 3d.

Alias, Toronto, Ontario, CA (<http://www.autodesk.com>)

January 2005 - July 2005

At Alias (now acquired by Autodesk), the leading provider of computer animation and computer-aided-industrial-design software, I worked closely with a senior product specialist on a proposal for a new software product. I drew on my experience as a modeling software user, a user experience designer, and my programming experience to provide a unique perspective on the proposal's direction.

- Collaborated with engineering, product specialists, and project managers to determine the product's direction and capabilities
- Contributed extensive competitive research
- Worked with product managers, a senior product specialist, and usability to validate a proposed concept with the target user group
- Organized and recruited a wide range of designers for focus groups
- Created interface prototypes in Flash/Actionscript to communicate with developers

Seaway Networks, Ottawa, Ontario, CA (<http://www.freescall.com>)

Fall 2004

Seaway is fabless semiconductor company (now acquired by Freescale) that makes high speed network processing chips. I was tasked with acting as an external customer to learn and test their software API for ease-of-learning and reliability.

- Created a e-mail scanning application using Seaway hardware and their software API as well as third party virus and spam scanning engines
- Application was used for demonstration purposes at an RSA tradeshow
- Learned C++ and C on the job

Corel Corporation, Ottawa, Ontario, CA (<http://www.corel.com>)

Summer 2002

In my first co-op term I worked with the User Experience group at Corel which is responsible for designing the user experience for Corel's creative applications (CorelDRAW, Painter, Knockout 2, etc.). During that time I had the opportunity to experience the full range of duties carried out by User Experience Designers at Corel:

- Wrote small specs and carried them through working groups, sign-off, and implementation.
- Designed new interface elements for Painter running on Windows XP
- Integrated theme-awareness into design process for Painter under Windows
- Collaborated closely with other members of the team on large specs
- Created visual representations, or mockups, of prototype interfaces to communicate workflow, appearance, and size
- Contributed to the design of a variety of features