

Patrick Wong

UX Designer

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With 12 years professional experience in post production film and television, a strong sense of empathy and to communicate emotional content, I am making a career transformation with the goal to improve the cognitive space of our products and how we express with them.

I have worked on everything from kids shows to feature film, television and commercials and spent a significant time creating visual products that provide shock, persuade and awe viewers.

Pivoting into UX Design is really an opportunity to tell the user's emotional story and I think in this day of political and social change, it is that much more important to tell that story. My background in rhetorical studies at U of T Semiotics would bring a unique perspective to UX and I am eager to apply that to my career.

SUMMARY OF QUALIFICATIONS

- Provided 4 years of rapid, precise and accurate data transcription to focus groups to years data transcription
- Engaged in 3 years Door to Door Sales for the Toronto Star in localized city wide marketing on a one to one basis. Delivered high sales numbers by attempting to address the customers needs, wants and concerns on a one on one basis in the selling of a product.
- Communicated the backend of tax policy for Canada revenue in a friendly and approachable manner such that clients were able to gain tax credits, utilize internal systems as they were intended and understand Canadian tax law and policy.

EXPERIENCE

Take5 Productions | Composer

OCT 2016 -DEC 2019, TORONTO, ON

- Delivered multiple, realistic blood spatters, weapon impacts, arrow hits and bullet hits for Vikings, Operation Condor, Into the Badlands, and Handmaid's Tale.
- Created the look and feel for a hero shot for Operation Condor for a bullet hit to the head.

Intelligent Creatures | Composer

May 2016 - Sept 2016, TORONTO, ON

- Completed hero shot of fully integrated CG robot and "Godzilla" creatures with high quality standards for Feature Film Colossal.
- Took the visual lead in delivery of a conceptual hero shot of a lens flared pyramid featured in the trailers for the feature film The Void.

Mr. X VFX | Composer

SEPT 2013 - APRIL 2016, TORONTO, ON

- Executed 3d integration and compositing of Visual Effects Monster Hunter within pipeline spec.
- Developed planar tracking solution for Vikings that improved workflow for makeup/zit removal to average 1 hour/shot
- Created a hero axe hit shot for Guillermo Del Toro's the Strain using only 2d assets.
- Learned multiple techniques under VFX Supervisor important to integration, color correction and greenscreen.

EDUCATION

BrainStation | Diploma Candidate, User Experience Design

JUN - SEPT 2020, TORONTO, ON

Seneca College

3d animation 2001-2003

Honours BA University of Toronto -Victoria University

Fine Arts Studio

Semiotics and Communication Theory 1995 -2000

SKILLS

Nuke, Fusion, Shake, Adobe After Effects and Autodesk Maya, Photoshop, Illustrator, Premiere.

PROJECTS

August 2020, Brainstation Design Sprint 2 for Ernst and Young