JUSTIN NG

INTERACTION DESIGNER & VISUAL DESIGNER

Graphic designer turn UX/UI Designer.

EXPERIENCES

Graphic Design Intern

GREY Advertising Global June 2018 – August 2018

Motion & Graphic Design Intern Mixon Digital Feb 2019 – May 2019

Graphic Designer 270M

Oct 2019 - Nov 2021

CASE STUDY HIGHLIGHTS

ChargeHero

Mobile App Concept Private EV Charger Sharing 8 Weeks

STOY

Mobile App Concept Local Toy Sharing 10 Weeks

Purpose Project

Unknown 12 Weeks I designed key visuals for rebranding the local Pantene account for P&G and collaborated on branding, identity, and print & digital marketing collateral for local clients.

MIXON Digital is a company that specializes in creating engaging experiences for live sports television broadcasts and events, using datadriven graphics. As part of my role, I learned and trained to use Ventuz, a 3D motion graphics generator software. Using my skills in design, I created data-driven graphics for various events, including NBA and Crossfit. These designs were created on Illustrator and then translated into Ventuz to provide an engaging and visually appealing experience for viewers.

270M gave me exposure to experiencing a fast-paced environment, where I was tasked with the creation of various designs for clients in a fast-paced environment, including magazine spreads, social media posts, and presentation decks. Additionally, I have created proposals that generated new business. I have also mentored and managed interns, delivering projects on time and to high-quality standards.

ChargeHero is private charger sharing platform amongst electric vehicle (EV) owners. In doing so, the platform aims to give back time to EV owners without private charging at home. No more – planning their day around planning, waiting to find a public charger available, and going out of the way – but integrating charging into the day whenever they don't need to use the car.

STOY is a toy-sharing platform that enables parents to trade their children's toys within their community, reducing clutter while promoting reuse. By connecting with neighbors, parents can create a more sustainable community and save money on new toys. The platform provides a safe and easy way for parents to exchange toys with people they know, rather than with strangers, making it an ideal solution for those who want to be more environmentally conscious while saving money.

The Purpose Project is a program designed to create positive change and impact within a community through building emotional and social skills. Our team was brought in to help develop and implement a community outreach strategy for this initiative. Through our efforts, we aim to build a stronger connection between the project and the community, increase awareness and engagement, and ultimately drive meaningful and sustainable results.

EDUCATION & HONORS

Savannah College of Art & Design Bachelor of Fine Arts in Advertising

Academic Scholarship, Dean's List (January 2018 – April 2018) Savannah, GA / Graduated: November 2018

California College of the Arts

Master of Design: Interaction Design San Francisco, CA / Anticipated Graduation: August 2023

SKILLS UX/UI

Figma, p5.js, processing, User Research, Information Architecture, Prototyping, Interaction Design, Usability Testing, Synthesis, Affinity Mapping, User Flows, User Journeys, Co-Designing

Graphic & Motion

Adobe Photoshop, Illustrator, InDesign, After Effects, Keynote, Canva, Ventuz, Sketch, Branding and Identity, Layout Design, Image Editing, Web Design

American Advertising Federation (AAF) Silver ADDY Award

Online & Interactive Campaign February 2019

Google Sprint

Two Day Hackathon San Francisco, CA / March 2023

Soft Skills

Quick Learner, Collaboration and Communication, Problem Solving, Attention to Detail, Adaptability