Paul Hwang
Product and visual designer

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Education

University of Georgia, Athens, GA
BFA in Arts: emphasis in Graphic Design

Skills

– Adobe Creative Suite (Illustrator, Photoshop, Indesign, After Effects, Lightroom)

– Prototyping and wireframing (Sketch, Figma, Invision, Axure, Zeplin)

– Front-end development (HTML, CSS, JS, Github/Git, Heroku)

– Photography

Games projects

"Project Arcanum", 2D action-adventure game (in-development)
– Lead UX/UI design efforts and produce all interfaces (HUD, player UI, menus, etc.)
– Establish design direction and lead visual team.
– Concept characters and environments, and creating assets to be used in Unity.

"Sea Fable", Visual novel (in-development)
– Design and apply visual direction to speech UI, title screens/menus, and all interfaces.

Experience

Product Designer
IBM, San Jose, CA (Jan 2019-present)
– Lead agile design teams with development, project management, and stakeholders to deliver on multiple large-scale IBM AI and automation products.
– Follow IBM Carbon design system library, and design thinking principles such as: empathy mapping, need statements, journey mapping, user flows, from stakeholder briefs.
– Present design solutions and prototypes to collaborators and stakeholders.
– Review designs from team to ensure quality is shipped to consumers.

UX/UI Design Intern
Amazon, Seattle, WA (May 2017 - Aug 2017)
– Redesigned and implemented 1-Click Settings page with engineering team.
– Designed wireframes, hifi mockups, and prototypes while following brand guidelines for web and mobile platforms.
– Conducted user research and testing.

UX Design/Architect Intern
State Farm, Atlanta, GA (May 2016 - Aug 2017)
– Delivered iOS app with development team which included producing wireframes, generating mockups and presenting solutions.
– Partnered with visionary team to explore innovative solutions to revamp existing product experiences using design research.