

Will Robitaille Wang

UX/UI Designer and Programmer

Canada Based

will.robaillewang1127@gmail.com

www.linkedin.com/in/will-robaille-wang

Objective

To develop my skills as a UX/UI by creating unique and groundbreaking game experiences. My passion is connecting players to the games they love through creative problem solving and intuitive visual language that always puts the needs of the user first.

Skills

Design

- Trello/Jira - task tracking and team management.
- Google/Office Suite - Documentation.
- Figma/Miro - wireframing and flow mapping.
- Adobe Photoshop/Illustrator - 2D Asset Creation.

Tech

- Engines: Unity, Unreal
- Source Control: GitHub, Source Tree
- Languages: C#, Python

Education

Vancouver Film School (VFS) Game Design Diploma

January - December 2023

- Specialization in Programming and Art.

Previous Projects

UX/UI Designer | Unity | Gas Diver (VFS Student Final Project)

July - December 2023

- Effectively managed a 4 person development team for a first person shooter.
- Designed and implemented UI elements for player feedback using Unity prefabs and C# programming.
- Used Unity particle systems and VFX graph to create VFX for added player feedback.
- Integrated in-game audio using FMOD.

UX/UI Designer | Unity |The Fallback (VFS Student TeamProject)

March - June 2023

- Designed and implemented UI elements for player feedback using Unity prefabs and C# programming.

Work Experience

Freelance Laborer

January - August 2022

- Working in a team setting to bring projects to completion.
- Adapting to various workplace conditions in quick succession.

Retail Sales Associate

February 2018 - August 2021

- Working in a cooperative environment to maintain departmental presentation and order.
- Managing online orders and inventory.
- Providing a helpful and friendly atmosphere to patrons.