

## Derrick Ngo

### UI / UX Designer

206.931.6247  
drickngo@gmail.com  
www.derrickngo.com

## Skills

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Typography, Grid Layouts, Logo and Icon creation, Interactive prototypes, Rapid Iterations of wireframes/mocks and creating style guides

Proto.io, Axure, Balsamiq, Unity3D, Photoshop, Fireworks, Flash, Illustrator, InDesign, and Acrobat

HTML, CSS and learning AS 3.0

## Shipped Titles

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**Marvel Avengers Alliance 2**  
Mobile

**The Fanglies**  
Facebook

**Marvel Avengers Alliance**  
Facebook

**Super Farkle**  
Facebook

## Experience

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March 2017 –  
Present

**Freelancer**  
Self-Employed

UX consult. Package Design. Branding. Wedding and Event invitations and paraphernalia.

January 2015 –  
December 2016

**Senior UI Designer**  
Offbeat Studios  
Disney Interactive Media Group

Create proposals for UX improvements on current designs. Working with devs and creative director ensuring implementation is done with the utmost quality.

March 2010 –  
January 2015

**UI Designer**  
Offbeat Studios  
Playdom / Disney

Demonstrated flow and functions with interactive prototypes. Provided support for multiple projects at once.

July 2009 –  
March 2010

**Web & UI Designer**  
Offbeat Creations

Created and iterated wire frames and mocks that shows flow and functions of the game in a fast paced environment.

## Education

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June 2009

**University of Washington**  
BA in Design Studies  
Focus in Interaction Design

Designed a system for the capstone Project that explained the benefits of video games to parents and a way to crowd source information to support that system