

# DARYL BONG

Experience Designer

Call +65 9430 3022

Mail [daryl.zion@gmail.com](mailto:daryl.zion@gmail.com)

Visit [darylbongdesign.com](http://darylbongdesign.com)

## Professional experience

### Experience Designer / Singtel

Jul 2018 - Present

- Design simple & gratifying digital experiences to deliver customer and business value
- Prototype, test and iterate designs to achieve best possible experience within budget, time and technical feasibility
- Work with cross-functional squads to deliver iterative designs in an Agile framework

### Application Consultant / NCS

July 2017 - June 2018

- Developed and presented mobile augmented reality (AR) and HoloLens proof-of-concept demos for stakeholders and clients
- Designed, developed and launched an AR mobile app using Unity

### Graphic Designer Intern / Singtel

May 2016 - Dec 2016

- Designed motion graphics and automated templates for Singtel TV interstitials
- Improved digital poster-creation workflow on Photoshop using JavaScript

## Recent projects

### Singtel Motor Protect

Designed a web buy flow for Singtel's latest business vertical

### hi!Carnival

Designed a mini-game to engage prepaid customers on Singtel's mobile app

## Award winners

### Dungeon Delvers (2015)

Best Student Game,  
IGF China 2015

### Bullwark (2015)

Grand Prize Winner,  
DBS Digital Game Jam 2015

### Moving On (2014)

Grand Prize Winner,  
DBS Digital Game Jam 2014

## Education

### **Bachelor of Arts in Game Design**

DigiPen Institute of Technology  
Singapore

Sep 2013 - Dec 2017

### **Diploma in Games Design Development**

Singapore Polytechnic

May 2008 – Apr 2011

## Miscellaneous

**Choir Master** of the St Thomas Aquinas Choir, Church of the Nativity of the BVM

**Sole Developer** of Haunted Holly, formerly launched on Google Play

**UIUX Designer** at Optus for an 8-week immersion program

## Skills & competencies

### **Software**

- **UIUX** Sketch, Figma, Marvel, Invision
- **2D/Video** Adobe Photoshop, Illustrator, Premiere Pro
- **Microsoft Office** MS Word, Excel, PowerPoint
- **Game Engines** Unity

### **Experience design**

- Wireframing & high-fidelity prototyping
- Task analysis and customer journey mapping
- Usability testing, research planning and synthesis
- Development handoff and support
- Working with and contributing to a design system
- Working in cross-functional teams under the Agile framework