

JONATHAN SALIBA

ENGINEERING GRADUATE AND UX/UI DESIGNER

Summary

Experienced Engineer and UX/UI designer passionate about the design process and creating innovative digital products. Skilled in Microsoft Office, Prototype testing, Project management, being collaborative and Team training. Capable of adapting to evolving situations and managing projects from ideation to execution, while being motivated, analytic as well as constantly pushing to learn new things.

Projects

Spontour Travel Planner

The aim of the project was to design a travel planning app that helps elevate the pain points involved with planning a trip, either alone or with a group of friends through custom/curated experiences based on the individuals' or groups' interests. The project consisted the use of the following tools and methodologies, User Research (Interviews + Surveys) & Analysis, Persona Creation, User Experience Design (UI/UX), Wireframing, Prototyping, Remote User Testing, Figma, Marvel, Miro and InVision.

ASL Buddy

An American Sign Language (ASL) gamified learning app that allows you to engage in daily challenges and was designed with the intent to create a personal learning experience suitable for users with busy lifestyles through unique features (i.e. Sign of the Day, Sentence generator or translator feature, Speed bar, etc.) and custom learning plans. The project consisted the use of the following tools and methodologies, User Research (Interviews + Surveys) & Analysis, Persona Creation, User Experience Design (UI/UX), Wireframing, Prototyping, Interaction Design, Remote User Testing, Figma and Miro.

The Khyber Redesign

The Khyber Centre for the Arts (est. 1995) is a queer-led artist-run centre located in downtown Halifax NS. The centre presents non-commercial artwork, offers a self-led platform for artists and their practice. The goal of this project was to redesign the The Khyber website with a focus on the information architecture improvements, created an extended gallery experience as well as the mobile channel experience design. The project consisted the use of the following tools and methodologies, User Research (Interviews + Surveys) & Analysis, Persona Creation, User Experience Design (UI/UX), Information Architecture, Interaction Design, Prototyping, Usability Testing, Figma, AdobeXd and Miro.

Employment

Structo 3D

Global Support Engineer

Toronto, ON
Aug. 2019 to Nov. 2021

- Coordinating and developing technical skills of site technicians, other support engineers and customers
- Managing multiple projects and coordinating with appropriate teams when needed to meet project deliverables
- Coordinating, tracking and executing product rollouts in a timely manner
- Testing and reviewing the latest hardware and software rollouts assessing their functionality, ease of use and determining sources of error
- Developing and conducting test plans to evaluate the company's products on its overall performance
- Curated various technical documents which included troubleshooting manuals, guides, internal and external training modules
- Providing technical support through investigation of root causes and implementing solutions to increase efficiency of customer production

IMAX Corporation

Mechanical Engineering Intern

Mississauga, ON
May 2018 to Aug. 2018

- Worked with tight tolerance mechanical assemblies.
- Innovated a new business idea which was implemented by the company and co-lead project as technical adviser.
- Prepared design documentation such as drafts, CAD models and release documents.
- Testing, measuring and data analysis of prototypes.
- Assisted engineers and designers in work related activities.

Activities

Peer Leader

Gym

Boxing

Drawing

Story Writing

Movie Fanatic

Contact

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🌐 Portfilo Link

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📍 Ajax, ON

in <https://www.linkedin.com/in/jonathan-saliba-5987ba149/>

Education

University of Toronto

Certificate UX/UI Design 2022

University of Ontario of Institute of Technology

B.Eng Automotive Engineering 2019

Skills

TECHNICAL

HTML

CSS

GitHub

Javascript

JQuery

MATLAB

TOOLS

Figma

AdobeXd

Solidworks

Autodesk Netfabb

Siemens NX

Microsoft Office

HARD SKILLS

Wireframing

Rapid Prototyping

UX/UI Design

Interaction Design

Project and Time Management

Atomic Design

User Research

Web Design

SOFT SKILLS

Team Collaborator

Proficient Leader

Adaptable

Effective Communication

Critical Thinking

Quick Learner

Creative

Meticulous

Detail oriented