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ABOUT ME

I am a recent graduate of Simon Fraser University's Interactive Arts and Technology Program. My love for design is fueled by a dedication and curiosity for solving complex and real human problems.

EDUCATION

BA in Interactive Arts and Technology from Simon Fraser University

Fall 2012 - May 2019

- Collaborated with interdisciplinary teams on design-driven projects
- Participated in the discourse of art, media, design, business and technology

SKILLS

Technical

Illustrator	Sketch
Photoshop	Flinto
InDesign	Principle
After Effects	HTML
Framer	CSS & LESS

Design

Prototyping	Interface
User Research	Design Heuristic
User Testing	evaluation

Interpersonal

Team Collaboration Skills

worked on 25+ team based projects

Public Speaking

led design presentations in professional and academic setting

Client Relations

collaborated closely with 5+ clients

ACHIEVEMENTS

- Upper Division GPA of 3.73 out of 4.33 Dean's Honour Roll
- Co-op Education Award

WORK EXPERIENCE

User Experience Designer at 8it

Vancouver • September 2018 - February 2019

- Led user research to strategize content for a food concierge app for surface hidden culinary gems in Vancouver
- Ran successful research and co-design workshops with stakeholders to align design with user behaviours

Interaction Design Intern at Edenspiekermann

Amsterdam • May - August 2018

- Collaborated with different design teams across the organization in 5+ different projects for clients like United for Wildlife, Alcon, and Elsevier
- Contributed to building a concept proposal for facial recognition boarding at Amsterdam Airport Schiphol

Interface Designer at Codebox Development

Vancouver • August - December 2017

- Worked with lead designer and development team to create workflows for casting directors to organize auditions, actor info and video footage
- Transposed 30+ preliminary sketches into medium and high fidelity mockups using Sketch and Illustrator

User Experience Design Intern at Visier

Vancouver • January - December 2016

- Designed 30+ sets of high fidelity mockups to detail user workflow for new and existing features in Workforce Planning Application
- Overhauled information design, visual design, user experience and front-end development of an internal data loading tool by producing 20+ sets of end to end mockups
- Led a company-wide demo to display visual and functional reconstruction of the data loading tool

PASSION PROJECTS

Designer at The Colour Project

November 2016 - Present

- Designed functionality and behaviour of a mobile application that allows participants to chat with volunteers anonymously
- Conducted case studies and interviews to gather data from counselors, potential participants/volunteers to develop the best practice