Rochelle Tri

Interaction + Speculative Designer

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Work Experience

Research Assistant — Simon Fraser University

05.2025 - 07.2025

Supervised by researchers in the Imaginative Methods Lab, assisted in the design, research, and fabrication of workshop materials and speculative design tools for the *Community Ocean Futures Project*.

Engaged in hands-on production work such as sewing, light woodworking, screen-printing, graphic design, and printing, as well workshop facilitation, including participant guidance, timekeeping, organizational support, and documentation.

TechTeam Leader — Simon Fraser University

07.2024 - 12.2024

Co-facilitated weekly *TechTeam* sessions (topics included applying for co-op, course planning, managing academic difficulty, etc.) and mentored freshman interactive arts and technology (SIAT) students to support their transition into the program and at SFU.

Collaborated with other leaders and SIAT's academic advisors/professors on the planning and development of TechTeam promotional materials and session content, strengthening marketing, communication, and team-building skills.

Multimedia Designer Co-op — Vancouver Coastal Health

05.2024 - 08.2024

Designed, developed, and tested an online simulation-based course that teaches 30,000+ employees at Vancouver Coastal Health how to use a new and advanced scheduling system for labor management and compliance.

Worked cross-departmentally with Instructional Designers and Training Team Leads to ensure stakeholders' requirements and learning engagement expectations were met.

Educational Designer Co-op — City of Surrey

01.2023 - 04.2023

Collaborated with the city's Fire Department to design, develop, and test two interactive eLearning courses for Surrey's *Learning Management System*, specifically emergency training modules for on-scene responders.

Constructed job aids and a variety of other print-based and digital educational materials for miscellaneous projects for the HR department.

UX Designer Co-op — Nokia Canada Inc.

09.2021 - 12.2021

Researched, wrote content, and designed high-fidelity mockups for the *Guidelines*, *Content*, and *Patterns* pages of Nokia's Design System and content style guide.

Updated existing *Guideline* pages, such as, Errors and Notifications, and Actionable Language by adding new relevant content that reflected Nokia's branding.

Envisioned and prototyped a dialog modal that would catch and alert potential issues on the component design system that would be used by Nokia's designers/developers.

Skills

Wireframing & Prototyping / Copywriting / E-Learning / User Research / Usability Testing / Front-End Web Development & Design / Illustration

Figma / Sketch / Marvel / Adobe Suite / Articulate 360 / Android Studio / Github

HTML,CSS / Java

Education

Simon Fraser University

Interactive Arts & Technology, BSc.
05.2020 - 04.2025

Berlin: School for the Contemporary Arts Field School
05.2023 - 0.7.2023

Recognitions

Simon Fraser University

Undergraduate Scholars Entrance Scholarship with Distinction
09.2019 - 04.2025

Interests

Drawing & Painting / Science-Fiction Films / Environmentalism / Geopolitics