

# KAREN LIM

## CONTACT INFORMATION

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## PROFILE

I am an individual that desires to go beyond stereotypes and standards - being open to the differences people have is important to me and the things I create with them. I put my best efforts into the things I know and also don't know (yet!), and I am someone who constantly craves improving myself in all areas. I am passionate about creating real meaning and value through the things I create, and I want to be able to inspire others to do the same.

## PORTFOLIO

WEBSITE s-karen-lim.com

INSTAGRAM beyond\_theoutside

## TECHNICAL SKILLS

Adobe Suite

Proto.io / Figma

Photography

HTML / CSS

Processing

Java (intermediate)

Sketching (advanced)

## EXPERIENCE

### UX DEVELOPER INTERN - USER ASSISTANCE DEV OPS AT SAP INC. VANCOUVER

May / 2017 - Dec / 2017 (Co-op Internship)

Explored, **researched**, and **prototyped** for the redesign of the **Help Portal Dashboards**, a tool for SAP document leads and authors to publish product-related documents online for SAP employees and customers.

- Aided in **facilitating** and **writing scripts for user interviews** throughout the term, rewriting and iterating in order to **develop better insights**.
- **Participated** in design discussions and decision making meetings
- Reached out to other SAP UX designers to understand and **develop UX policies and practices** for my team.

### MOBILE DEVELOPMENT - STRANGER DANGER

May / 2016 - Jun / 2016 (Academic project)

Designed and coded a **mobile companion app for users who want to be able to transit safely and securely**. The app can send the location of the user to three contacts, asking for help with one button.

- Was the **Main Developer and UI designer** for the project
- Oversaw the process of the project and exercised **leadership skills** to finish project milestones on time
- Delivered a **fully functioning** application

### UX/UI - DRINKFIT ARDUINO PROJECT

Feb / 2016 - Apr / 2016 (Academic project)

Created and designed the branding for a **health-aid product using Arduino**. Our team of 3 successfully developed a hydration monitoring water bottle coupled with a exercise and dehydration tracking shirt, and presented it with an interface for users to see progress of data throughout the day.

- Created all the branding for the project, including project slides and product sketch ideations
- Contributed to helping with coding in **Arduino** and **Processing**, and constructing/wiring the arduino circuitry

## DESIGN & MEDIA ASSISTANT - CO-OPERATIVE EDUCATION DEPARTMENT AT SFU

Sept / 2016 - Dec / 2016 (Co-op Internship)

Worked with various departments to **create videos and promotional graphics** that were posted online on Youtube, Facebook, Twitter, and Instagram for the Co-operative Education Department.

- **Designed various print materials** for university promotion and outreach events.
- Demonstrated **independence** in projects through self-managing client relations and scheduling reasonable deadlines

## UX/UI DESIGNER - CBCF PROTOHACK FOR BREAST CANCER

Jun / 11 / 2016 (competition for technological solutions)

Researched, ideated, and designed a **technological solution for reminding women to check for breast cancer**. Demonstrated excellent team-work and communication skills by collaborating **within a cross-functional team of 4 designers and coders** and presenting in front of a panel of judges.

- Designed **product prototypes and visual work** to be resented
- **Researched statistics and information** on Breast Cancer and women
- Gave valuable input and **played an important role in decision-making and the iterative process**

## LEADERSHIP ROLE

### PRESIDENT OF THE UPHOTO PHOTOGRAPHY CLUB

Sept / 2015 - present

Organize and create events for a 200+ member club with a small team of executives. Oversee finances as well as promotional materials and general events, making final decisions on club directives.

- Played a role in visual promotional material design for the club
- Partakes and **leads all club meetings and events**.
- **Maintains relationships** between the university and club members, making final decisions on club direction.

## INTERESTS



### SKETCHING AND LIFE DRAWING

Participates in sketching club and enjoys all forms of drawing and sketching, is most interested in developing a skill for renaissance life drawing or realism.



### CULTURE AND CITY EXPLORATION

A foodie for life, searching for a taste of every possible culture's food, and being able to travel and learn about a city is a bonus.



### NEW TECHNOLOGY AND DESIGN

Passionate about researching and browsing sites and social media platforms in order to gain a better sense of design. Also gets excited about new technology and Virtual Reality development.

## EDUCATION

### SIMON FRASER UNIVERSITY

Sept / 2014 - present

Undergraduate of the School of Interactive Arts and Technology, an interdisciplinary program that allows for students to develop skills in Media Arts, Design, and Computing. Currently focusing on exploring UX/UI as well as Digital Graphic Design.