

# SALLY LIM

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**Languages:** | HTML, CSS, JavaScript, Python, R, Java, C++, C  
**Libraries:** | Storybook, React, JUnit, Scikit-learn, GWT, Django, Docker  
**Tools:** | Figma, Procreate, Git, Jira, Trello

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## WORK EXPERIENCE

### UX Designer, BlackBerry Limited

Jan 2022 – Apr 2022

- Created mockups with **Sketch** for BlackBerry IVY Console, an automotive platform in partnership with AWS
- Ran usability testing to formulate **User Journey Map** to find areas for improvements; It has been incorporated into the product release process, and it is now a core process within the developer experience development
- Conducted **User Acceptance Testing** to validate the console for each release
- Built **wireframe library** to aid in communication of design ideas and allow for faster iteration of designs
- Initiated the addition of Spacing constants to **design system**

### Learning Technology Rover, Work Learn Program, UBC Faculty of Forestry

May 2021 – Apr 2022

- Coded changes to the **Django** TA application portal using **Python**
- Created a **Docker** container to deploy website
- Redesigned and implemented the Teaching Learning support website in WordPress using **HTML & CSS**
- Created summary report graphics for the 2020/21 Winter term student survey using **R**
- Wrote guides to support faculty regarding Learning Technologies such as Canvas

### Front End Developer, Jostle Corporation

Sept 2021 – Dec 2021

- Created reusable components for tooltips and mobile swipe gesture with **Storybook**, **React** and **TypeScript** after extensive research on tooling and accessibility
  - Implemented a quick action that let users mute or mark a task as read using **Redux** to update the UI and send **GraphQL** mutations to the **Google Web Toolkit** backend
  - Revamped Jostle's design system by performing audit on all platform components, conducting precedent study of 4 popular design systems to gather ideas, and building components in **Figma** with atomic design in mind using variants and auto layout
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## PROJECTS

### FitAtHome Website (NwHacks 2022) – *React, Figma*

Feb 2022

- Worked in a team of 4 to create a web application that tracks a person's workout routine through machine learning and keep track of their form
- Lead the team's brainstorming and product design session to narrow down core features to implement
- Create wireframes and design mockup with Figma based on precedent study on a gamified look
- Used React to create the application's frontend

### Spacestagram Website — *React, Three.js*

Aug 2021

- Created a website that presents images pulled from the NASA API with an interactive 3D earth on the landing page, implemented using Three.js after designing in Figma
- Allows users to like photos, and filter by liked photos by storing liked state in local storage

### AR Virtual Wardrobe (DubHacks 2020) — *ARKit, Blender, Unity*

Oct 2020

- Implemented an iOS app to allow customers to try on shirts before purchasing by designing UI with Unity
- Added skeleton and rigged it with Blender and created 3D shirts on top; created and directed a video pitch

### HTML Creator — *Java, HTML, JUnit*

Feb 2020 - Apr 2020

- Developed a no-code desktop application using Java that generates an HTML web page for users without programming knowledge with a user-friendly interface to simplify the process
  - Black-box tested the code using JUnit and later white-box tested exceptions to reach 100% code coverage
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## EDUCATION

### Bachelor of Computer Science, University of British Columbia, Vancouver

Sep 2018 - Present