Sammy Robens-Paradise

778.887.9189
srobensparadise@gmail.com

Website - sammyrp.com
Portfolio - sammy.world
Github - github.com/SammyRobensParadise
Dribbble - dribbble.com/sammyrp

Skills

Think

Agile, Lean methodology, prototyping, Jira, Sumo Logic, data driven UX analysis, CI/CD, concept ideation, Iterative design

Design

Adobe XD, Illustrator, Sketch, Photoshop, InDesign, Animate, Invision, web design, mobile app design, animation, illustration, bootstrapping, Figma

Develop

React, Node.js, PHP, JQuery, Python, C/C++, CSS (Sass & Less), HTML, MySQL, Docker, K8's, Ubuntu, VB, Git, Yarn, Npm, Jenkins

Education

Honors, Systems Design Engineering

The University of Waterloo, Graduation: 2023 (expected).

Areas of Study:

UX & ergonomic design, system modeling & analysis, prototyping and quantitative design patterns, HCI design.

Experience

Software Developer

Hootsuite

Sept 19 - Dec 19, co-op

- Collaborated with design, product and Dev Ops teams to ship robust code used by over 18 million people.
- Implemented front-end calendar service redesign to meet marketing needs of Hootsuite's global clients in react.js.
- Championed effort to develop flat frontend architecture in react.js, reducing render complexity.
- Led initiative backed by 130 developers to create W3C AA accessibility implementation strategy at Hootsuite and developed accessibility CI/CD pipeline automation.

QA Lead & UX Dev.

Finger Food Studios

Sept 18 - May 19, co-op

- Designed and implemented data-driven UX analysis for LEGO Control+ App to quantify engagement growth potential.
- Led 3+ project QA groups and lean infrastructure development from concept design to product delivery for AR and CV apps.
- Increased web project test efficiency 50% by redesigning & optimizing test infrastructure.
- Designed and developed python automated test infrastructure to quantify accuracy of computer vision system.

Software Engineer

Environment Canada

Jan 18 - May 18, co-op

- Used SQL to iteratively develop and deploy testing scripts for complex relational databases.
- Developed SQL queries to test critical business rules governing data validation.
- Documented data project for use by automotive industry stakeholders

Projects

Product Design Lead

Grape

July 19 - Feb 20, project

- Lead UX and UI design for Grape & frontend application architecture from envisioning to product development.
- Building **open source** front-end react component library called global-winery, npm (npmjs.com/global-winery) standardizing UI best practices for Grape.

Dev. & UI Designer

Intensif-eye, Dubhacks 2019

Oct 19 - Present

- Designed and developed with team of 4, react native application using GCP vision AI that extracts hard to read text from images for use by individuals who are hard of sight.
- Second Place DubHacks - prize winner.