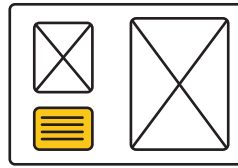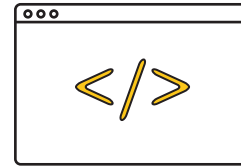# Sammy Robens-Paradise

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sammyrp.com    778-887-9189

Agile and lean prototyping, design, testing, concept ideation, test infrastrucutre development, Jira, data driven UX research & analysis.

Photoshop, Illustrator, Sketch, Indesign, Invision, Marvel Design, motion design, Bootstrap, web animation, illustration.

React, javaScript, jQuery, CSS (Sass & Less), HTML, PHP C++, Python, MySQL, VB, Git, SVN,Linux Ubuntu, npm.

Web Portfolio: sammy.world/

## Work

### QA Lead - Finger Food Studios                                           Sept 18 - Apr 19

- Led 3+ project QA initiatives and lean infrastructure development from concept design to product delivery.
- Increased web project test effency 50% by redesigning & optimizing test infrastructure.
- Spear headed implementation of data-driven UX analysis for AR apps, games, and global brands.
- Designed and developed automated test infrastructure to quantify accuracy of computer vision system.

### Software Engineering Intern - Environment & Climate Change Canada        Jan 18 - Apr 18

- Used SQL to iteratively develop and deploy testing scripts for complex relational databases.
- Developed SQL queries to test critical business rules governing data validation.
- Played critical role in documenting data project with multiple stakeholders.

## Projects

### Freelance Web Design & Development - Emily Bandel, Actress               Sept 18 - Jan 18

- Designed and developed single page react app for Actress, Emily Bandel.
- Engaged client in multiple design sessions and reviews throughout design process.
- Created web application in React.js, designing for scalability,mobile first and client growth.

### Student UX Optimization Design Project - Gangl App

- Gangl app manages and structures student's worloads into a simple user-centered platform.
- Gangl was created and conceptualized by a systems engineering design team as a way
  to address workload related stress of university students.

## Education

### Systems Design Engineering - The University of Waterloo                  Sept 17 - May 23

- Human Factors in Design: Determinining user needs, ergonomic design, human processes.
- Design Principles: The design process, system modelling & analysis,
  prototyping and design sprints.