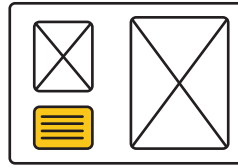


Sammy Robens-Paradise

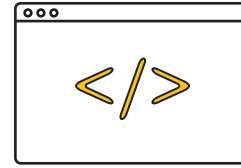
srobensparadise@gmail.com
sammyrp.com 778-887-9189



Agile and lean prototyping,
design, testing, concept ideation,
test infrastructure 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 efficiency 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 workloads 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: Determining user needs, ergonomic design, human processes.
- Design Principles: The design process, system modelling & analysis, prototyping and design sprints.

sammyrp.com

