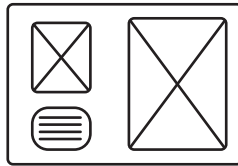


# Sammy Robens-Paradise

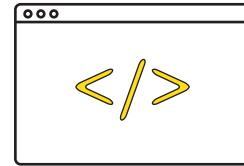
srobensparadise@gmail.com  
sammyrp.com 778-887-9189



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



Photoshop, Illustrator, Indesign,  
Invision, Marvel Design Studio,  
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/](http://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 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.

[sammy.world/](http://sammy.world/)  
[sammyrp.com](http://sammyrp.com)