

Sammy Robens-Paradise

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Portfolio winter 2020:

sammy.world/

Think

Agile, Lean methodology, rapid prototyping, Jira, Sumo Logic, data drive UX analysis, QFD, continuous deployment, user testing, concept ideation, iterative design

Design

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

Create

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

Work

Software Developer - Hootsuite

Sept 19 - Dec 19

- Collaborated with designers, product and Dev Ops to ship robust code used by over 18 million people.
- Implemented front-end calendar service redesign to meet needs of Hootsuite's millions of global users.
- Lead initiative backed by 130 developers to create web accessibility implementation strategy at Hootsuite.

QA Lead - Finger Food Advanced Technology Group

Sept 18 - May 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 Engineer - Environment & Climate Change Canada

Jan 18 - May 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

Product & Design Lead - Grape

July 19 - Present

- Working with a small team of 3, we are changing the way people document and learn software.
- Leading UX and UI design for Grape, developing ideas into high fidelity prototypes
- Building open source front-end react library called [global-winery, available on npm](#).

Freelance Web Design & Development - Emily Bandel, Actress

Sept 18 - Dec 18

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

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 modeling & analysis, Prototyping and design sprints.

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