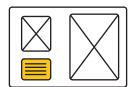
Sammy Robens-Paradise

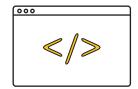
srobensparadise@gmail.com sammyrp.com 778-887-9189



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.is, 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.

