

USER EXPERIENCE DESIGNER

USER EXPERIENCE DESIGN | USER RESEARCH | TIME MANAGEMENT

SUMMARY OF QUALIFICATIONS

User Research Skills

- Proficient in early-stage concept validation and adept in both generative and exploratory research methods.
- Experienced in a range of user research techniques, with the ability to clearly communicate findings to enhance user empathy.
- Skilled in integrating user research into product iterations and creating visual artifacts like wireframes and prototypes.

User Experience Design Skills

- Strong design acumen focused on impactful user experiences, with proficiency in Adobe Creative Suite.
- Experienced in using prototyping tools like Figma, Balsamiq, Adobe XD, Sketch, and InVision.
- Capable of incorporating user and usability testing seamlessly into the prototyping process.

Independent Team Player

- Effective team collaborator with the capacity to execute tasks independently and proactively address potential issues.
- Demonstrates initiative and adaptability, handling tasks of varying scales to support team goals.
- Anticipates challenges and contributes actively to team efforts, ensuring high-quality outcomes.

WORK EXPERIENCE

**Junior User Experience Designer** Jan. 2024 – Apr. 2024  
Ministry of Transportation, Toronto, ON

- Member of *Computer Coding Club* at Centennial College, a student-led group that helps improve technical skills. Orchestrated the UX/UI design for an individual journal web application using Figma, emphasizing intuitive user experience and interactive interface design.
- Prioritized user-centered design principles in Figma, creating wireframes and prototypes, and conducting usability testing to refine the interface.
- Styled the application with CSS for a visually engaging and cohesive user interface, aligning with the established design system.

EDUCATION

**Software Engineering Technology (Co-op) Advanced Diploma** Jan. 2023 - Present  
Centennial College, Toronto, ON GPA: 4.32/4.5 (A)

|  |                  |                              |
|--|------------------|------------------------------|
| Coursework: Software Requirements (Python) | Programming (C#) | Web Development (JavaScript) |
| Database Concepts (SQL)                    | Unix/Linux OS    | Java Programming (Java)      |

- Member of *Computer Coding Club* at Centennial College, a student-led group that helps improve technical skills

**Bachelor of Art Digital Experience Design** Jan. 2021 - Dec. 2022  
George Brown College, Toronto, ON GPA: 3.94/4.0

|                                      |                       |                           |
|--------------------------------------|-----------------------|---------------------------|
| Coursework: Information Architecture | Interface Development | Interaction Design Theory |
| Design Process & Management          | Usability Testing     | Digital Experience Design |

AWARD & CERTIFICATION

**OPS Phenomenal Hackathon AI chatbot – 2<sup>nd</sup> place in the section “User-centered and accessible”**

- Role: UX UI Designer
- Description:

- Played a pivotal role in the creation of a web-based platform aimed at addressing the challenges faced by Food Bank users in accessing information about events, programs, and food drives, while also enhancing communication tools for organizers and operators
  - Leveraged Figma for UI/UX design, focusing on creating an intuitive and user-friendly interface
- Achievements:
  - Demonstrated exceptional collaboration skills by working closely with developers and stakeholders to align design with functionality and user needs
  - Successfully delivered an aesthetically pleasing and highly functional interface that enhances user engagement and accessibility through a collaborative and iterative design process
- Skills:
  - UX/UI Design, Figma, User-Centric Design, Collaboration with Developers, Frontend Technologies (React, TypeScript, Tailwind CSS, Material UI), Web Accessibility Considerations, Project Planning

## ACADEMIC PROJECTS

### **Scarborough Food Network Hackathon – Foodbank App**

- Role: UX UI Designer
- Description:
  - Played a pivotal role in the creation of a web-based platform aimed at addressing the challenges faced by Food Bank users in accessing information about events, programs, and food drives, while also enhancing communication tools for organizers and operators
  - Leveraged Figma for UI/UX design, focusing on creating an intuitive and user-friendly interface
  - Collaborated closely with the development team working with React, TypeScript, Tailwind CSS, and Material UI to bring the design vision to life
  - Ensured a seamless user experience, with a strong emphasis on accessibility for all users, and actively sought feedback from team members to refine the design
- Achievements:
  - Demonstrated exceptional collaboration skills by working closely with developers and stakeholders to align design with functionality and user needs
  - Successfully delivered an aesthetically pleasing and highly functional interface that enhances user engagement and accessibility through a collaborative and iterative design process
- Skills:
  - UX/UI Design, Figma, User-Centric Design, Collaboration with Developers, Frontend Technologies (React, TypeScript, Tailwind CSS, Material UI), Web Accessibility Considerations, Project Planning

### **Journal App**

- Role: UX UI Designer & Developer
- Description:
  - Orchestrated the UX/UI design for an individual journal web application using Figma, emphasizing intuitive user experience and interactive interface design.
  - Prioritized user-centered design principles in Figma, creating wireframes and prototypes, and conducting usability testing to refine the interface.
  - Styled the application with CSS for a visually engaging and cohesive user interface, aligning with the established design system.
- Achievements:
  - Successfully delivered a user-friendly journaling application with a focus on UX/UI design, demonstrating strong initiative and design skills.
  - Enhanced user engagement through thoughtful UX/UI design, contributing to a seamless and interactive application experience.
- Skills:
  - UX UI design, Wireframing, Project Planning, CSS Styling, Front-End Development, CRUD Implementation, Independent Project Execution, Git (Version Control)

## VOLUNTEER EXPERIENCE

|                             |                        |                     |
|-----------------------------|------------------------|---------------------|
| <b>Translator Volunteer</b> | Earth Hero, Remote     | July 2023 - Present |
| <b>Journaling Volunteer</b> | Women Who Code, Remote | Jan 2023 - Present  |