

PROFILE

I thrive in cross-functional teams and really enjoy researching about human behaviours. I am super jazzed about Speculative Design and Sci-Fi. I am passionate about solving user pain points through design thinking.

SKILLS

- Cross-functional collaboration
- Wireframing & Prototyping
- Technical Troubleshooting
- User Research & Testing
- Qualitative Research
- Jira Admin
- Sequel Pro
- HTML & CSS
- Sketch

EXPERIENCE

PRODUCT DESIGNER HomeStars, Sept 2017 - May 19

HomeStars is a SaaS platform helping homeowners find reputable contractors, through its database of 2 million companies & reviews.

- Conducted interviews observation sessions with CS team to inform design of help desk and dashboard for internal use
- Collaborated with data scientist to create internal use dashboard to assist CS in achieving retention goals
- Created a multi-tiered support system
- Created and conducted Lunch n' Learns for the organization on how to use and explain our products to our SaaS clients

DESIGNER/PRINCIPAL - elliott designs, 2013-17

Elliott Designs was an my interior design/build company focused on creating beautifully designed accessible washrooms for in client's homes.

- Created better experiences and quality of life for clients through interviews, producing to-scale drawings of designs, and testing products with clients
- Designed, implemented and built interior spaces to suit accessibility needs of clients

CREATIVE AND TECHNICAL CONSULTANT - The Youth Project, 2006 - 08

The Youth Project is a not-for-profit centre for at-risk LGBTQ2SI youth.

- Mentored LGBTQ2SI youth in creation and production of Gay-Straight Alliance PSA
- PSA was used throughout Nova Scotia educational curriculum

EDUCATION

Advanced UX Design, HackerYou, 2019

Cognitive design patterns, visual language principles, systematic design, user research, convergence & divergence, and design sprints.

Human Computer Interaction, UC San Diego/Coursera 2019

Summarize and demonstrate all stages of the UI/UX development process. Conduct user research. Define project's strategy, scope, and information architecture

Interior Design, Humber, 2010-12

Investigate, research and design environments to enable people to thrive. Sort of like UXing a home.