SKILLS

UX, UI, product design Wireframing & Mock-ups Prototyping, physical & digital 3D CAD Drawing Design Thinking & Methods Responsive Front-End Design Written & Oral Communication Fluent in French & English

TOOLS & TECH

Photoshop, Illustrator Sketch, FramerJS Axure, InVision, UXPin SolidWorks, SketchUp HTML5, CSS3 (LESS/SASS) JavaScript & ¡Query

WORK EXPERIENCE

UI/UX DESIGNER | Atomic Labs SAN FRANCISCO, CA | May 2015 - present

- Developed interactive prototypes to simulate new features for mobile app trusted by over 1 million users
- Collaborated with marketing team to develop sites and enhance digital presence to increase user conversion
- Sketched, created wireframes and communicated with PMs & developers to create features for enterprise app
- Conducted and participated in usability tests aimed at optimizing onboarding experience for pre-launch app

WEB DESIGNER | Roadmunk, Inc TORONTO, ON | Aug. 2014 – Apr. 2015

- Prototyped UX through clickable mock-ups; administered usability testing to determine ideal workflows for users
- Implemented front-end of features for enterprise clients
- Improved onboarding experience that saw 75% increase in number of users completing primary objective of app
- Conceived set of promotional materials for distribution to investors following style guide principles

ENGINEERING INTERN | Loblaws eCommerce TORONTO, ON | Jan. 2014 – Apr. 2014

- Ensured visual design and experience of eGrocery site followed style guide and wireframes
- Communicated issues for eGrocery and Joe Fresh sites to developers; defended importance of fixing specific issues rapidly due to their implications on usability
- Assisted with the design and preparation of weekly promotional materials for Joe Fresh eCommerce site

PERSONAL PROJECTS

DYSCALCULIA WATCH | Shad Valley

WATERLOO, ON | Jul. 2011

- Conceptualized a customizable watch, under a significant time constraint, to help improve the quality of life for children with mathematics learning disabilities
- Constructed mock-ups and sketches to display proposed user interface

SUSTAINABLE DESIGN & ENGINEERING | RIT

ROCHESTER, NY | Jul. 2012

- Prototyped a more user-friendly toaster for users with arthritis and limited vision
- Conducted lifecycle analysis to propose more sustainable laptop design

meghan yabsley

SYSTEMS DESIGN ENGINEERING
MEGHAN.YABSLEY@UWATERLOO.CA
MYABSLEY.COM

EDUCATION

BASc CANDIDATE | Systems Design Engineering UNIVERSITY OF WATERLOO | Sept. 2013 – present

- Social Game Design, Jan. 2015 present Ideated, prototyped, designed rules and carried out user testing for game to enact social change
- Arduino Piano, Jul. 2014 Aug. 2014 Implemented hardware, including logic gates, to create piano keyboard using tactile buttons and interrupts
- Urban Agriculture, Sept. 2013 Dec. 2013
 Applied iterative design process to develop product that satisfied user requirements; completed user testing
- Relevant Courses: Design, Systems & Society, Materials Chemistry, Human Factors in Design, Digital Systems Design, Introduction to Design, Data Structures & Algorithms

VOLUNTEER EXPERIENCE

FUTURE SCIENTISTS

TORONTO FRENCH SCHOOL | Jan. 2012 - Mar. 2013

- Founded and ran a science club to teach students about science & engineering and use of lab materials
- Adapted complex scientific terminology to vocabulary of students for them to better comprehend the lessons

ACHIEVEMENTS

- President's Research Award, Jan. 2015
- Named to Engineering Dean's Honour List for 1A, 1B & 2A terms, Jun. 2015
- President's Scholarship of Distinction, Sept. 2013
- Recipient of Governor General's Academic Medal for the highest academic standing upon graduation, May 2013

ACTIVITIES & INTERESTS

RESEARCH ASSISTANT | Vision & Image Processing Lab UNIVERSITY OF WATERLOO | Jan. 2015 – present

- Integrated and expanded algorithms for computerized lung cancer diagnosis and prognosis
- Tested algorithm on lung CT scans to determine accuracy and utility to clinicians

MEMBER | WaterIUX

UNIVERSITY OF WATERLOO | Jul. 2014 - present

- Contacted knowledgeable professionals in UX, UI fields to encourage them to speak to students on campus
- Organized, promoted and attended workshops covering a variety of topics in UX, UI, product design

PHOTOGRAPHY BAKING TRAVELLING