

education

Simon Fraser University

Bachelor of Science

Major Interactive Arts & Technology

Design, Interactive Systems
Co-operative Education

Minor Business Administration

skills

User Research || Design Evaluation

Wireframing || Prototyping

User Testing || Presenting

3D Modelling || Motion Graphics

Videography || 3D Animation

Market Research || Business Analysis

design tools

Adobe Creative Suite

AxureRP || Figma || Sketch

Maya || Unity

dev tools

HTML5 || CSS3

Javascript || React.js || jQuery

PHP || Git || SQL || Craft CMS

extra zach

(interests)



drawing



hiking



exercise



movies



nerd stuff



Lego

about

I'm a UX designer specializing in **web, mobile, and 3D environments**. My background is in **user research** and **front-end web development** but I love to continuously learn and find inspiration in new technologies. I'm a visual thinker who loves collaborating and using my empathy to understand and succeed in new situations.

experience

web developer + UX designer

Vancouver Coastal Health || Apr. 2019 - Present

VCH is BC's largest health authority. In the Learning Technologies team, I work with clinicians, leadership members, and public to create accessible, intuitive digital solutions to deliver medical education.

- I deliver user-oriented design using skills including research, creating user personas, storyboarding, A/B testing, and interviewing.
- Create effective digital solutions built on knowledge gained from competitive analyses, keeping up with industry best practices, and rapidly prototyping with code and wireframes.
- Design visual icons and graphics and other multimedia

UX design intern

BlackBerry Ltd. || Jan. 2018 - Aug. 2018

I worked on the BlackBerry Hub+ Android application suite and BlackBerry Secure Android OS. During my time here I collaborated with project managers, developers, and other designers to solve complex interface and product experience problems.

- Created wireframes, prototypes and red-line technical specs
- Conducted user research, market research, and usability testing
- Created icons and animated UI interactions
- Designed internal asset manager library to improve workflow

projects

usability testing + feature design

Reddit Ethical Design Evaluation || Mar. 2019 - Apr. 2019

In a two week period with a team of 4 others I created an evaluation criteria that assesses ethical and humane design. We evaluated the website Reddit with our scale and Nielson's 10 heuristics to identify root problems and designed 3 new features to address the platform's shortcomings and tap latent potential. Using high fidelity mockups we presented our research findings and solutions to instructors and peers at the end of the project time frame.

user research + UX design

Fit First Run Club || May 2017 - Aug. 2017

In a team of 3, I conducted extensive user research that led to designing a digital interface to set and track collaborative running goals so that the connectivity and motivation of members of a running club would be enhanced. After the design phase, I filmed, animated and edited a summative project showcase video.

user research + mobile app design

DIS•COVERED Mobile App || Jan. 2018 - Mar. 2018

In a team of 4, I researched and designed a mobile application with the goal of aiding refugees and immigrants new to Canada who are facing the daunting task of discovering and integrating into their new community. I did background research and designed micro-interactions in the final prototype.