

**Technical Tools:**

- Adobe Illustrator
- Procreate
- Figma
- Adobe After Effects
- Adobe Premiere Pro
- 3D Modelling Software

**Soft Skills:**

- User Research
- UX/UI Research
- Content Managing + Creating
- Brand Storytelling
- Videography + Video Editing
- Animation Design

**Projects:**

- **Eunoia UX Design Hackathon** Mar 17 – 21, 2024
  - Brainstormed solutions to solve low user retention by adding a feature that provides topics to the user to post content
  - Conducted user surveys to identify that the issue stemmed from a lack of inspiration
  - Designed and prototyped the feature on Figma by meeting the client and gaining valuable feedback about the product
- **UX Interaction Case Study** Sep, 2023 – Dec, 2023
  - Collaborative case study to design a microsite promoting local tourism for art exhibition attendees
  - Curated design assets for team brainstorming, guiding the project's strategic direction.
  - Designed and prototyped a Figma map feature highlighting routes to exhibitions and local points of interest.
- **Cinematography Director** Mar, 2023 – Apr, 2023
  - Directed a film for a course project revolving around mental health, emotional loss, hypocrisy, and substance abuse
  - Collaborated with a team of five, including videographers, an audio technician, and video editors
  - Utilized special effects which helped us win the **Best Cinematography Award** at the final projects showcase

**Case Studies:**

- **Case Studies on 3D Modelling Software** like OnShape and Rhino Mar, 2023 – Apr, 2023
  - Designed public spaces with various constraints to understand the different factors contributing to architecture design
  - Conducted case studies to create 3D models of architecture structures on 3D modeling software
  - Designed different posters on Illustrator and Figma to promote the spaces
- **Motion Typography** for Cigarettes by OffonOff Nov, 2022 – Dec, 2022
  - Created and Directed a motion typography film on After Effects and used different motion animations for visual effects
  - Conducted a case study to get an understanding of usage and functionality of Adobe Illustrator and After Effects
  - Transformed 2D sketches on Procreate to **animated motion** of elements created on Illustrator

**Education:**

- B.Sc. Interactive Arts and Technology  
Simon Fraser University, BC, Canada ..... 2023 – present
- Transferred Computer Science Credits  
Simon Fraser University, BC, Canada ..... 2021 – 2023
- Transferred Engineering Credits  
Foothill College, California, USA ..... 2020 – 2021

**Other Engagement and Interests:**

- **Hospitality and Customer Service Experience**
  - Gained experience with customer service and client interaction while working in the hospitality industry
  - Provided customer service at the Vancouver Golf Club, Coquitlam and The Rec Room, Brentwood
  - Assisted with training new staff and improved service protocols for the team through feedbacks from guests
- **Creative Engagement**
  - Professionally coached in different sports: Golf, Tennis, Squash, Basketball and Badminton
  - Engaged in diverse art forms from a young age that motivated the pursuit of a career in it