

AMANDA GUO

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Skills

User Research, Agile/Scrum, Data and Feedback Analysis

Design

Figma, Sketch, Photoshop, Illustrator, XD, Balsamiq, Maze

Development

Languages:

HTML/CSS, Java, SQL, C, C++, Python, Kotlin, Swift

Tools/Technologies:

Git, Android Studio, Xcode, Firebase, Linux/Bash

Education

University of Waterloo

Sept 2018 - Present

Bachelor of Computer Science

- Human-Computer Interaction Specialization
- Business Specialization
- Expected Apr 2023

Experiences

Product Design Intern

Workplace Safety and Insurance Board of Ontario Innovation Lab | Sept 2020 - Dec 2020

- Designed the high fidelity prototype for Passport, a mobile application that allows WSIB staff to complete a COVID-19 self-assessment before entering a building, using Figma
- Conducted user research, analysis and beta testing for Passport using Maze - yielded an overall usability score of 91
- Created a design system, wireframes and a desktop prototype for a harmonized reporting portal to help businesses submit injury claims using Figma

Product Designer

UW Blueprint | Aug 2020 - Dec 2020

- Designed an interactive map to showcase The Shoe Project's top 33 most impactful stories of immigrant and refugee women who have come to Canada
- Created a design system, wireframes and high fidelity mobile and desktop designs for the interactive map using Figma
- Collaborated with developers to implement the designs for the map

Product Design & Management Intern

Tecsys Inc. | Jan 2020 - Apr 2020

- Designed a mobile user experience for one of the key pages on the Order Management System that's responsible for over 40% of usage on the application
- Increased the knowledge base of the end user behaviour by 200% by initiating user research through customer calls, surveys, and the usage of Google Analytics
- Led the end-to-end ideation and design of a new desktop and mobile flagging feature to increase user workflow efficiency based on customer feedback

Awards

Finalist for HobbyZone (2019)

BDO New Venture Competition held at the Lazaridis School of Business, Wilfrid Laurier University

President's Scholarship of Distinction (2018)

University of Waterloo

First Place (2017)

DECA International Career Development Conference

Projects

UI/UX Designer

Bread (Financial Planning Application) | Feb 2020 - Mar 2020

- Researched budgeting apps and interviewed users to refine the initial problem
- Iterated on the low fidelity wireframes, designed the high fidelity mobile screens and prototyped the application using Figma

UI/UX Designer & Front-End Android Developer

GroceryGo (Grocery Shopping Application) | Sept 2019 @ Hack the North

- Created mobile wireframes, mockups and a prototype for the application using Figma, and developed the front-end UI using Kotlin on Android Studio