

AMANDA GUO

 amandaguo.com
 amanda.guo@uwaterloo.ca
 (647) 464 - 8886
 linkedin.com/in/amanda-guo
 github.com/amanda-guo

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 and a 100% success rate of users completing the self-assessment
- Led a successful simulation-based workshop to conduct user research on how the Lab can engineer an ideal customer experience to engage with external stakeholders

Product Designer

UW Blueprint | Aug 2020 - Dec 2020

- Designed an interactive cross-platform map to showcase The Shoe Project's top 33 most impactful stories of immigrant and refugee women who have come to Canada
- Collaborated with the client and developers to implement the designs - considered all possible edge cases tailored to both tech-savvy and non-tech-savvy users
- Participated in weekly design critiques to enhance visual and interaction design decisions

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

- Conducted competitive analysis 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, high fidelity mockups and a prototype for the application, and developed the front-end UI using Kotlin on Android Studio