

AMANDA GUO

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Skills

User Research, Prototyping,
Agile/Scrum, Data 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

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

Work Experience

Product Designer

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

- Created the end-to-end design for Passport, an accessible mobile application for completing COVID-19 self-assessments, aimed at reducing current return-to-office procedures by 50%
- 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

Product Manager & UX Designer

Tecsus 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

Application Developer

Canadian Imperial Bank of Commerce | May 2019 - Aug 2019

- Developed a new financial application launch procedure for open banking and fixed production incidents using Java and SQL - updates released to over 2 million high value clients
- Lead designer and writer for the intern newsletter, read by over 400 interns and managers

Extracurriculars

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, developers and other designers to implement the interactions - considered all possible edge cases tailored to both tech-savvy and non-tech-savvy users

Projects

UI/UX Designer & Front-End Android Developer

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

- Designed and developed the front-end UI of this app on Android Studio and received feedback from 50 potential users indicating that it would enhance their shopping experience