


AMANDA GUO

 amandaguo.com

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Skills

User Research, Agile/Scrum,
Data and Feedback Analysis

Design

Figma, Sketch, Photoshop,
Illustrator, XD, Balsamiq

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 May 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 Design Intern

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

- Creating designs to facilitate safety and accessibility in workplaces across Ontario

Product Management & Design Intern

Tecsys Inc. | Jan 2020 - Apr 2020

- Worked as the lead UI/UX designer for the entire retail platform team
- 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
- Took ownership of the end-to-end ideation and design of a new flagging feature to increase user workflow efficiency based on customer feedback

Projects

UI/UX Designer & iOS Developer

Bread (Financial Planning Application) | Feb 2020 - Present

- Researched budgeting apps and interviewed users to refine the initial problem
- Iterated on the low fidelity wireframes, designed the high fidelity prototype for the application using Figma, and developing the app using Swift on Xcode

UI/UX Designer & Front-End Android Developer

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

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

Extracurriculars

Product Designer

UW Blueprint | Aug 2020 - Present

- Designing a technological solution to showcase the stories of immigrant women in Canada in partnership with The Shoe Project

Designer

StarterHacks Organizing Team | May 2019 - Apr 2020

- Established the branding and created marketing materials for StarterHacks 2020 (Canada's largest beginner-focused Hackathon) using Figma and Illustrator, which led to over 3000 hacker applications