AMANDA **GUO**

amandaguo.com
amanda.guo@uwaterloo.ca
linkedin.com/in/amanda-guo
github.com/amanda-guo

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 (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 Manager & Designer
Tecsys Inc. | Jan 2020 - Apr 2020

- Established Figma as the primary design tool, created a new design system/style guide for the Order Management UI and worked as the lead UI/UX designer for the entire retail platform team
- Initiated extensive user research (including customer calls and a survey), increasing knowledge of the end user behaviour by 200%
- Took ownership of the end-to-end ideation and design of a flagging feature to increase user workflow efficiency based on customer feedback

Application Developer
Canadian Imperial Bank of Commerce | May 2019 - Aug 2019

- Worked with Business and Deployment teams to update and deploy Java code for a new financial application launch procedure that was released to over 2 million high value clients
- Designed the co-op newsletter, and held events for over 300 technology co-ops

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
- Showcased the app to over 100 potential users, all of whom indicated that this app would improve their grocery shopping experience

Extracurriculars

Designer
StarterHacks Organizing Team | May 2019 - Apr 2020

- Established the branding for StarterHacks 2020, created marketing materials, and designed the sponsorship package for Canada's largest beginner-focused Hackathon using Figma (released to 3000+ hackers)