

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 April 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

Experiences

Product Design Intern

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

- Designed the high fidelity prototype of a mobile tool 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 the COVID-19 self-assessment tool using Maze
- 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 - Present

- Designing an interactive map to showcase the stories of immigrant and refugee women who came to Canada, in partnership with The Shoe Project
- Creating a design system, wireframes and a high fidelity desktop design for the interactive map using Figma
- Collaborating 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 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