AMANDA GUO

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QUALIFICATIONS ✔

- UI/UX, wireframing and graphic design experience
- Strong collaboration skills
- Problem solving, investigation and research experience
- Public speaking, presentation creation/delivery and leadership skills

SKILLS 👍

- **Languages:** HTML/CSS, Javascript, Java, SQL, C, C++, Python, Kotlin
- **Tools/Technologies:** Git, Android Studio, Xcode, Firebase, Linux/Bash
- **Design:** Figma, Sketch, Adobe Photoshop/Illustrator/XD
- **Microsoft Office Products**

EDUCATION 🎓

University of Waterloo (2018 - Present)
Bachelor of Computer Science
Specializations:
Business
Human-Computer Interaction

Expected Graduation: 2023

AWARDS 🏆

BDO New Venture Finalist (2019)
Lazaridis School of Business
Awarded for HobbyZone

Second Place (2019)
JDCC x LCC Case Competition

President's Scholarship of Distinction Entrance Award (2018)
University of Waterloo

First Place (2017)
DECA International Career Development Conference
Awarded for Franchise Business Plan

WORK EXPERIENCE 💼

TECSYS
Product Manager/Designer | 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%
- Designed a flagging feature to increase user workflow efficiency

CANADIAN IMPERIAL BANK OF COMMERCE
Application Developer | May 2019 - Aug 2019

- Worked with Business and Deployment to update and deploy Java code for a new financial application launch procedure that was released to over 2 million high value clients
- Communicated business requirements to the Quality Assurance team to create test cases, improving process efficiency by 50%
- Actively participated in the Technology Co-op Steering Committee: wrote and designed the monthly newsletter, and held events to enhance the work term experience for over 300 co-op students

PROJECTS 📝

BREAD | FINANCIAL PLANNING APPLICATION
UI/UX Designer and iOS Developer | Side Project | Feb 2020 - Present

- Researched budgeting apps (such as Mint) and interviewed users to refine the initial problem that was established
- Iterated on the low fidelity wireframes and designed the high fidelity prototype for the application using Figma
- Currently developing the iOS application using Xcode and Firebase

GROCERYGO | ANDROID APPLICATION FOR GROCERY SHOPPING
UI/UX Designer and Front-End Developer | Hack the North | Sept 2019

- Conducted primary and secondary user research on grocery shopping preferences and factors that determine which stores users tend to visit
- 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 🧍

STARTERHACKS ORGANIZING TEAM
Designer | May 2019 - Jan 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 2500+ hackers)