AMANDA GUO

✉ amanda.guo@uwaterloo.ca
📞 (647) 464 - 8886
🌐 ayzguo.wixsite.com/amandaguo
in linkedin.com/in/amanda-guo
○ github.com/amanda-guo

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 👍

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

EDUCATION 📦

University of Waterloo (2018 - Present)
Bachelor of Computer Science
Expected Graduation: 2023

Wilfrid Laurier University (2018 - Present)
Bachelor of Business Administration
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 | Jan 2020 - Present

- Creating prototypes for the Order Management System UI, adapting current designs onto mobile frames and establishing a new design system for the product using Figma
- Conducting competitive analysis and analyzing metrics to make successful decisions on future releases of the product

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

- Worked with various teams (such as Business and Deployment) to update and deploy Java code for a new financial application launch procedure that will be released to over 2 million high value clients
- Coded a message receiver for token validation and information storage using HTML, Javascript and Java, enabling quick end-to-end testing
- 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 📝

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

HOBBYZONE | MENTOR-MATCHING SYSTEM FOR HOBBIES
Co-Founder | Oct 2018 - Apr 2019

- Conducted interview research with potential customers to establish the Value Proposition and Freemium Business Model
- Conducted competitive analysis on similar services in the industry, and established features that differentiated HobbyZone's unique service
- Designed the presentation slideshow and presented to over 500 people

EXTRACURRICULARS 🧍

STARTERHACKS ORGANIZING TEAM
Designer | May 2019 - Present

- 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)