

EXPERIENCES

Software Product Engineer Intern | Harled

May 2021 - Aug 2021

Designed, developed, and launched an Indigenous-oriented LMS for Anishnabeg Outreach to increase technological literacy for Indigenous communities across Canada; scaled to 100+ active users within a month of launch.

Managed product features/roadmap, conducted bi-weekly client meetings/design pitches, and led product strategy.

Web Designer Intern | Gryphtech

Jan 2020 - May 2020

Designed two solutions for a mobile-based real estate listing generation feature to increase lead generation rates. Presented as a proof of concept during the stakeholder's annual training event to 15k+ real estate agents.

Created and shipped a lead relationship management widget for real estate agents to send personalized birthday messages to their leads to increase lead-agent retention rates.

COMMUNITY

Product Designer | UW Blueprint

Apr 2021 - present

Scoped, designed, and validated a responsive Accessible Parking Permit (APP) renewal service and CRUD-based management tool for the Richmond Centre for Disability to streamline processing operations and eliminate data redundancy.

Product Designer | Musette

May 2020 - Dec 2020

Built and delivered the first iteration of a product & service delivery and messaging app.

PROJECT

G.e.o.r.g.e | HackWestern 2020

Nov 2020

Placed 3rd overall out of 103 submissions; React.js app that consolidates grocery prices to generate the most optimal grocery list for checkout.

Led product strategy and designed the end-to-end user flow of the app. Conducted 3 user interviews to validate designs.

SKILLS

Product & Design

Interaction design, product thinking, visual design, design systems, wireframing/prototyping, accessibility design, usability testing, user research

Tools

Figma, Adobe Xd, Adobe CC, ProtoPie, InVision

Development

HTML, CSS/SCSS, JavaScript, Ruby, PHP, C++

Technologies

React.js, Node.js, jQuery, SQL, Ruby on Rails, Laravel

EDUCATION

Systems Design Engineering

Sep 2019 - Apr 2024

BASc. Candidate
University of Waterloo

Relevant Coursework:

Human Factors in Design
Designs, Systems and Society
Data Structures and Algorithms (C++)

INTERESTS

Social deduction games, rock climbing, volleyball, Super Smash Bros.