








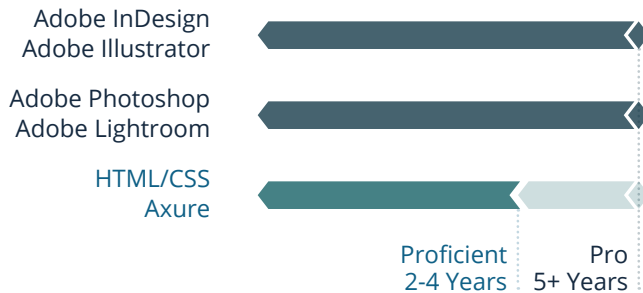
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I AM

A versatile, multidisciplinary designer focused on creating attractive and user-friendly interactive experiences. My passions are rooted in graphic, user-interface and experience design. I'm currently studying in my final year as a Design Major at Simon Fraser University's Interactive Arts and Technology program and have international co-op experience.

TECH SKILLS



CREATIVE EXPERIENCE DESIGN INDUSTRY

User Experience Designer (Co-op)

Ensemble Systems - User Experience Design Team
Richmond, BC

2014

Context

Ensemble Systems is a technology consulting company and as a co-op student I was tasked with working on a multitude of application designs across various exciting platforms ranging from mobile devices to next gen game consoles.

Role

I began by designing wireframes for internal application projects and soon after had the opportunity to work with major clients on some very exciting projects. My role also encompassed designing document templates and a brand identity for our UX department.

Result

- Worked with IOS, Windows 8, Xbox One, Web
- Gained invaluable experience in communicating my design intentions to my development teams as well as in being an authority for design at the workplace
- Learned to be resourceful in strategy and research when approaching designs for new projects

Marketing Multimedia Designer/Artist (Co-op)

Drexel University - Steinbright Career Development Center
Philadelphia, PA

2013

Context

This co-op entailed assisting in promoting co-op services to students. This proved to be a great opportunity to not only live and work in new surroundings, but also to develop my design skill set and creative process in a demanding, fast-paced role.

Role

As a multi-media artist/designer in marketing, I participated in projects such as: graphical print posters, email flyers, event promotions, digital photography, video production, Twitter & Facebook outreach, marketing research and web development.

Result

- Collaborated with 50+ colleagues on projects daily
- Expanded skills set with hands-on training/application
- "Couldn't have asked for a better co-op student. Paul is polite, eager to learn, enthusiastic and knowledgeable. He'll be greatly missed" - Jill Marateck, Marketing Director at Drexel Steinbright



CREATIVE PROJECTS

EXPO Media Application – User Experience Design

App for Windows 8, Xbox One and Xbox Smartglass - Ensemble Systems

EXPO is an advanced media application for browsing/watching movies and tv shows. It's custom designed for each platform.

Role

- Designing wireframes/layouts in Photoshop
- Researching features/interactions for each interface
- Communicating with developers to ensure that features can be implemented into final app design

Software

Photoshop, Illustrator, InDesign

Result

- Learned to efficiently design wireframes from high level to finished product using Photoshop
- Experimented with new features and ideas throughout the project until the best user experience was achieved
- Gained valuable confidence and experience in working/communicating alongside a team of developers (4 total)

Career Fair Event Marketing/Promotional Materials – Multimedia Design

Spring 2013 Career Fair Marketing Materials for Print, Web, Social Media - Steinbright Career Development Center

The Steinbright Career Development Center puts on the largest career fair in Philadelphia. I helped market the event.

Role

- Involved pitching a theme and slogan to committee
- Designing print and web materials with chosen theme/slogan (Adobe Creative Suite), then producing those materials and outputting them for promotion
- Shooting and editing a promotional video for the event

Software

Photoshop, Illustrator, InDesign, Premiere Pro

Result

- Managed a university-scale project, meeting every deadline and satisfying event stakeholder expectations
- Learned to work creatively and efficiently with various media - whether it be print, social media or video
- Gained valuable experience in teamwork setting, working with both the organization committee and my design supervisor throughout this project
- The event was an enormous success. In total over 250 employers and 1600 students attended

POST SECONDARY

Simon Fraser University (SFU) Surrey, BC

- Studying Interactive Arts and Technology (IAT)
- Bachelor of Arts with a concentration in Design
- 16 Months of co-op work experience (Full Certification)
- 'Students in the Design concentration examine the relationship between people and technology and how thoughtful design practices improve these relations' - siat.sfu.ca/undergrad/overview

LEADERSHIP

Team Mentor

Seattle Design Charette - Simon Fraser University

I was selected to mentor students through a 2nd year Design Space project. This project takes place in Seattle, exposing students to the city and tasks them with re-imagining a space downtown that is empty and unused due to highway viaduct.

Result

- Guided students through downtown city Seattle to convey city planners' design intentions
- Worked closely with team of eleven students throughout the weekend and late into the nights
- Gained valuable, enjoyable experience in teaching and mentorship with my student peers

RECREATION SPARE TIME STUFF

- Beyond the resume I enjoy playing board games, running, biking, camping and hiking mountains
- I have a passion for storytelling so I write, read, draw and paint anytime I can make time to do so
- I love to travel and I've recently backpacked the USA and Europe - I embrace exposure to new cultures and experiences
- I take pride in being active and involved with people, whether by playing hockey, attending an art class or volunteering
- I am active on social media and post some of my personal projects online through my Flickr, Twitter and Tumblr blogs