CAITLYN KODRIC

SYSTEMS DESIGN ENGINEERING

www.caitlynkodric.com

(226) 929-1706

caitlyn.kodric@edu.uwaterloo.ca

SKILLS

User experience (UX)

User interface (UI)

UX research

User testing

Wireframing

Prototyping

Drawing

Painting

TOOLS

Sketch

Figma

InVision

Zeplin

Pixelmator

Affinity Designer

HTML/CSS

Bootstrap

Javascript

Solidworks

Trello

EDUCATION

University of Waterloo

Systems Design Engineering

B.Asc Candidate

EXPERIENCE

UI/UX Designer - TD Labs   Jan. to Apr. 2018

- Worked through Google Design Sprint to iterate ideas based on a throughly researched topic
- Created mobile design interfaces and illustrations using Sketch
- Conducted user testing to get feedback on mobile prototypes
- First place in midterm hackathon by designing userflow, 38 Android interfaces, and a prototype with one group member

Backend Developer - IFDS   May to Aug. 2017

- Converted and manually debugged applications using SQL, mySQL, C#, and documented full application process

Frontend Developer - MAJiK Systems   Sept. to Dec. 2016

- Constructed and implemented a real time synchronous model resulting in a uniform timeframe alongside 100+ unit tests
- Created new client modules that use MAJiK's API dynamically using Marionette.js, Backbone.js, Should.js, and Chai.js

UI Developer - Veriday   Jan. to Apr. 2016

- Designed, developed, and enhanced custom websites to meet client requirements using HTML/CSS, Javascript, and jQuery
- Optimized 50+ websites for responsiveness across all platforms

PROJECTS   See more at www.caitlynkodric.com

Spotify Music Redesign

- Performed design analysis on current Spotify desktop features to create an easy user experience in Figma
- Created wireframes, and interfaces with additional features based on new user personas

Maer Jono, Break Inequality

- Used personas to apply needs and contraints for low-fidelity design walkthrough
- Designed simple Android mockups with Sketch and InVision