

CAITLYN KODRIC

3B SYSTEMS DESIGN ENGINEERING

www.caitlynkodric.com

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SKILLS

Web Developement
User experience (UX)
User interface (UI)
UX research
User testing
Wireframing
Prototyping
Drawing
Painting
Pottery

TOOLS

Sketch
Figma
InVision
Zeplin
Photoshop
Affinity Designer
Solidworks

EDUCATION

University of Waterloo
Systems Design Engineering
B.Asc Candidate

EXPERIENCE

Product Manager - Healthy Pets

Sept. to Dec. 2018

- Identified 10+ cases for new features using strategic marketing and research with stakeholders to meet company objectives
- Designed white label, guest flow, and customer service experience
- Established key roadmap and maintenance stories based on analytics and feedback to improve retention by 5%

UI/UX Designer - TD Labs

Jan. to Apr. 2018

- Created mobile design interfaces and illustrations using Sketch
- Conducted user testing to get feedback on mobile prototypes
- Analyzed the user flow and needs, designing 38 interfaces, and full prototype in Invision resulting in 1st for internal hackathon

Backend Developer - IFDS

May to Aug. 2017

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

Frontend Developer - MAJiK Systems

Sept. to Dec. 2016

- Created client modules a real time synchronous model resulting in a uniform timeframe alongside 100+ unit tests

UI Developer - Veriday

Jan. to Apr. 2016

- Designed, developed, and enhanced 50+ custom websites to meet client requirements using HTML/CSS, JS, and jQuery

PROJECTS

See more at www.caitlynkodric.com

Juba Tap

- Followed design sprint structure to create low, medium, and high fidelity digital tap shoe prototypes
- Lead and analyzed user testing sessions to improve sensor placement and Arduino connection for each iteration

Spotify Music Redesign

- Created wireframes, and detailed interfaces with changed and additional features based on researched user frustrations