

Chloe Feierabend

UX/UI Designer & Software Developer

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[Chloe Feierabend's Portfolio](#)

Objective

Creative and user-focused UX/UI Designer currently completing a degree in I.T. Innovation and Design. Passionate about designing accessible, engaging digital experiences through thoughtful research, prototyping, and collaboration. Seeking a UX/UI Design Internship/Co-op to contribute to high-impact projects and grow with a forward-thinking team.

Highlights

- Created **high-fidelity prototypes** and modular **UI components** in **Figma**, improving **design consistency** and **reducing handoff friction**.
- Translated usability feedback into **actionable improvements**, resulting in **clearer navigation** and **improved user engagement**.
- Applied **design thinking** to simplify complex learning tools, **enhancing accessibility** for diverse user groups.
- Conducted **user testing** and **designed surveys** to gather targeted insights, informing **iterative updates** to **interface flows**.
- Collaborated with **cross-functional teams** using **Jira** and **Confluence**, improving communication across **Agile** development cycles.
- Demonstrated **strong written and visual communication** by **documenting** design systems, decisions, and interface guidelines.

Education

Information Technology Innovation and Design Program Co-op

2022 - 2026

Conestoga College, Waterloo, ON

Coursework: User Experience, System Analysis & Design, Software Quality and Usability, Java Web Technologies
Programming Mobile Applications, Programming Concepts

Experience

UX/UI Designer and Software Developer, Centre for Virtual Reality and Innovation

2024 – present

Waterloo, ON

- Designed and implemented modular UI systems across VR and desktop platforms, improving accessibility for learners with varied needs.
- Created interactive prototypes in Figma that clarified product flows and accelerated design approval timelines.
- Facilitated structured user testing sessions and synthesized results into actionable updates, improving usability and user satisfaction.
- Designed and tested user surveys to gather pre-testing feedback, helping shape usability testing and inform early design decisions.
- Used UXML and Unity's UI Toolkit to implement interface updates, reducing maintenance time and improving cross-platform alignment.

- Streamlined design documentation using Confluence, improving internal knowledge sharing and onboarding efficiency.
- Maintained shared resources using SharePoint to ensure version control and design consistency across contributors.
- Supported Agile design cycles by coordinating with cross-functional teams and using tools like Jira, Confluence, and Microsoft Teams to track tasks and manage iterations.

Design Lead – Event Branding, Centre for Virtual Reality and Innovation
Waterloo, ON

2024 – present

- Designed and created official promotional graphics, including the event poster, masthead, and other media assets for 2024 and 2025 Indie Game Jams using Adobe Illustrator.

3D Scanning and Photogrammetry Specialist, Centre for Virtual Reality and Innovation
Waterloo, ON

2024 – present

- Captured and processed 3D scan data using high-resolution camera equipment and two distinct 3D scanners to create more than 20 3D models for use in educational Virtual Reality simulations.
- Utilized Agisoft Metashape for photogrammetry workflows, and Blender for model cleanup and optimization, achieving an average 98% triangle count reduction to significantly reduce load times and improve performance for end users in learning simulations.

Co-Founder, Creative Director and Designer, The Rocky Dock
Honey Harbour, ON

2019 – 2020

- Led brand development and product design for a small lifestyle brand, creating original artwork and managing visual identity across merchandise and online.
- Conducted competitor analysis and market research to develop a unique brand identity that connected with local culture and customers.

Project Work

Game Development – “Fruit Loot”

- Developed C# systems for save-state logic and high-score achievements.
- Applied object-oriented programming to ensure a scalable and modular codebase.
- Iterated designs based on user feedback to improve UI/UX and overall game experience, focusing on intuitive navigation and user engagement.

ASP.NET Web Form Submission Tool

- Built and tested a dynamic web form with validation, improving user input accuracy and streamlining submissions.
- Used layout principles to enhance visual hierarchy and improve form completion rates.

Skills

Design & Prototyping: Figma, Adobe Illustrator, Wireframing, Prototyping, Design Systems, Accessibility

Research & Strategy: Usability Testing, User Interviews, Survey Design, Journey Mapping, Design Thinking

Development Tools: HTML, CSS, JavaScript, C#, ASP.NET, Unity, UXML

Collaboration Tools: Jira, Confluence, SharePoint, Microsoft Teams

Soft Skills: Clear Communication, Initiative, Team Collaboration, Problem-Solving, Adaptability, Detail-Oriented