

Skills

- Generative & Evaluative Research
- Information Architecture
- Prototyping, UX/UI
- Cross-functional collaboration
- · Empathy and storytelling
- Problem solving

Tools

- Sketch
- Invision
- Axure
- Photoshop
- HTML/CSS

Education

Brainstation, Toronto

2017

User Experience Design Immersive

University of Technology, Sydney

2010 - 2014

Bachelor of Business

Bachelor of Science in I.T.

Training

Nielsen Norman Usability Week

2015

The One-Person UX Team Toolbox

The Human Mind and Usability

Projects

Pan

January 2017 - Present

A personal project undertaken as part of a ten week bootcamp program at Brainstation. Pan is a mobile app to help young professionals keep in touch with their university friends.

- Undertook the entire human centred design process from discovery through to high fidelity design
- Went through six iterations in ten weeks based on usability testing
- Gave and received design critiques to/from colleagues

Work Experience

Service Seeking - UX Researcher

February 2014 - February 2016

Understanding the omnichannel user experience of a complex product and advocating for user needs.

- Planned, conducted, analysed and synthesised research
- Facilitated ideation workshops/design studios
- Collaborated closely with cross-functional colleagues, particularly developers