Christina Ru

Product Designer

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TOOLS

Figma, Sketch, InVision, Adobe XD

Adobe Illustrator

HTML, CSS

SKILLS

User Research and Testing

Competitive Research

Product Scoping

Interaction and Visual Design

EDUCATION

University of Waterloo

Candidate for BaSc, Mechanical Engineering, Class of 2022

President's Scholarship of Distinction – $5,000

Relevant Course: Cognitive Processes

Singapore University of Technology and Design

Study Exchange Abroad, Jan – Apr 2020

Relevant Course: User Interface Design and Implementation

INTERESTS

Baking, embroidery, reading, rock climbing, board games

EXPERIENCE

UW Blueprint / Product Designer
May 2021 – Present

Currently designing alongside a team of students to build a digital solution to empower children with disabilities through a variety of different programs (Figma).

LCBO|next Lab / Product Designer
Jan – Apr 2021

Conducted 16 usability tests and user interviews to validate features for multiple internal apps.

Researched, scoped, and designed prototypes for two different problem spaces: reducing underage drinking and enhancing customer communication with the Lab (Figma).

Redesigned the UI for an existing B2B product used by 450 stores to improve product usability and company image (Figma).

Enhanced the Lab's design processes by implementing best practices for accessibility and development handoff.

WSIB Lab / Product Designer
Sept – Dec 2019

Designed and prototyped the user flow and interface for 5 projects throughout the term (Sketch, InVision).

Coordinated with an external team to streamline their call center process through user research and testing.

Improved the Lab website by redesigning the interface to better showcase projects for incoming interns (Sketch).

Documented research on mobile design and data visualization for future interns to use.

UW Data Science Club / VP of Design
Sep – Dec 2020

Responsible for the design of all promotional material and branding.

PROJECTS

deCODE Hackathon / Product Designer
Mar 2021

Collaborated with a team of students and full-time KOHO employees to design a donation feature for their mobile app.

chef App / Product Designer
Mar 2019 – Sep 2020

Designed and prototyped a mobile application that provides recipe suggestions based on fridge inventory and other factors.

Conducted heuristic evaluation and background research on the target audience.