

Christopher Ho

Product Designer interested in Games UR/UX

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WORK EXPERIENCE

UX Designer · AMD

Sep 2019 — Dec 2019

Designed a high fidelity prototype for the Radeon Software Adrenalin 2020 Edition, AMD's core graphics card software

Conducted usability testing of Radeon Software Adrenalin 2020 prototype, ensuring intuitive information architecture and navigation

Product Designer · TD Lab

Sep 2018 — Dec 2018

Led the design and product strategy of a mobile app that teaches newcomers about cultural differences between their home country and Canada

Conducted user and usability (A/B) testing interviews with 8 end-users to inform design decisions

UI/UX Designer · RBC

Jan 2018 — Apr 2018

Redesigned and launched an internal wire transfer app, validated through usability testing of minimum viable product with 14 end-users

Synthesized data from usability testing interviews to produce actionable insights and recommendations, resulted in a 35% increase in task efficiency

EXTRACURRICULAR

Top Laner · Waterloo Warriors Collegiate LoL A

2020 — 2021

Competed in University of Waterloo's highest tier collegiate League of Legends eSports team in CLOL and OPSE Championship circuits

SKILLS

Design: UI/UX + Product Design | Product Strategy | User Research | Wireframes | Mockups | Prototyping | Usability Testing

Tools: Figma | Adobe XD | Sketch | InVision | Useberry | SurveyMonkey | Zeplin | HTML/CSS | Pen + Paper

EDUCATION

Global Business and Digital Arts · University of Waterloo

2020 — Present

Candidate for BA at UW's Stratford School of Interaction Design and Business

Relevant Courses: UX Design | Customer Experience Design | Digital Media Design | Engineering Design | Digital Computation | Digital Imaging for Online Applications | Working in Teams & Project Management

Systems Design Engineering · University of Waterloo

2017 — 2019