

# Christopher Ho

Systems Design Engineering

christophermho.github.io  
christopher.m.ho@gmail.com  
linkedin.com/in/christophermho

## WORK EXPERIENCE

### UI/UX Design Intern • AMD

Sep 2019 - Dec 2019

Created AMD Radeon's first design system, ensuring consistency between desktop and mobile products (Adrenaline 2020 Edition)

Developed a user testing plan involving tree testing and designed a prototype for the Radeon software app

### UI/UX Design Intern • 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

Presented high-fidelity prototype of mobile app to company executives to be pushed into commercialization

### UX Design Intern • RBC

Jan 2018 - Apr 2018

Redesigned the user experience and user interface of a 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

## PROJECTS

### MusicBank

Designed a web app that provides shopping recommendations based on the user's music preferences

## SKILLS

### Design

UI/UX & Product Design  
User Research  
Wireframes  
Mockups  
Rapid Prototyping  
Usability Testing

### Tools

Sketch  
Figma  
Adobe XD  
InVision

### Development

HTML/CSS/JS

## EDUCATION

### University of Waterloo

Candidate for BAsC,  
Systems Design Engineering  
Expected Graduation: April 2024

### Relevant Courses:

Engineering Design  
Human Factors in Design  
Data Structures and Algorithms

## INTERESTS

Money Heist (La Casa de Papel)  
Video Games (LoL, SSBM)