Christopher Ho

Systems Design Engineering

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WORK EXPERIENCE

UI/UX Design Intern • AMD

Sep 2019 • Present

Designing, testing, and releasing new software features for AMD's Radeon GPUs, improving the experience of millions of users

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 and collaborated with engineers and business analysts to inform design decisions

Presented high-fidelity prototype of mobile app to TD Innovation Council EVP and SVPs 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; implemented in subsequent iterations, resulting in a 35% increase in task efficiency

Transformed 5 cross-disciplinary teams' solution sketches into mockups and prototypes, presented to upper management and stakeholders to determine viability

PROJECTS

MusicBank

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

League of Legends Mobile Client

Designed a mobile client interface for the popular MOBA video game League of Legends

SKILLS

Design

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

Tools

Sketch Figma Adobe XD InVision Useberry Zeplin

Development

HTML5/CSS3 JavaScript Java C++

EDUCATION

University of Waterloo

Candidate for BASc,
Systems Design Engineering
Expected Graduation: April 2023

Relevant Courses:

Engineering Design Human Factors in Design Digital Computation (C++)

INTERESTS

Disney Music + K-pop Video Games Spider-Man