

# Christopher Ho

[christophermho.github.io](https://christophermho.github.io)  
[christopher.m.ho@gmail.com](mailto:christopher.m.ho@gmail.com)

## WORK EXPERIENCE

### UX Design Intern • AMD

Sep 2019 – Dec 2019 | Markham, ON

Designed a high fidelity prototype for Radeon Software (Adrenaline 2020 Edition), AMD's core device driver and utility software package for graphics cards and advanced processing units

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

Started Radeon Software's first design system and created relevant desktop and mobile design assets

### Product Design Intern • TD Lab

Sep 2018 – Dec 2018 | Kitchener, ON

Led the design, product strategy, and research of a mobile app that assists Canadian newcomers with the immigration process by teaching them about cultural differences between their home country and Canada

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

### UI/UX Design Intern • Royal Bank of Canada

Jan 2018 – Apr 2018 | Toronto, ON

Redesigned and launched an internal wire transfer app, resulted in a 35% increase in task efficiency

Organized and facilitated design thinking workshops and conferences for multidisciplinary teams and project stakeholders

## EXTRACURRICULAR

### Top Laner • Waterloo Warriors LoL A

Sep 2020 – Apr 2021 | Waterloo, ON

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

User Flows

Wireframing

Prototyping

Usability Testing

### Tools

Figma

Adobe XD

Sketch

InVision

SurveyMonkey

Zeplin

HTML/CSS

## EDUCATION

University of Waterloo

Candidate for BA,

Interaction Design & Business

Sep 2020 – Present

**3.8/4.0 GPA**

University of Waterloo

Systems Design Engineering

Sep 2017 – Dec 2019

### Relevant Courses

User Experience Design

Customer Experience Design

Design in Engineering

Teams & Project Management