

Christopher Ho

Product Designer interested in Games UR/UX

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

WORK EXPERIENCE

UX Designer · AMD

Sep 2019 — Dec 2019

Developed a usability testing plan involving tree testing and designed a prototype for the Radeon Software: Adrenaline 2020 Edition

Conducted usability testing of Radeon Software: Adrenaline 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 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

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