# 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 high-fidelity 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 UI and UX 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

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