

Dennis Limbo

UX Researcher And Designer

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design experience

BAK'D

13 weeks (september 2021 - december 2021)

User Research, UX Design

Redesigned e-commerce website to better suit clientele's needs and streamline ordering processes. Played a role in the research stage with various qualitative methods

Bauhaus Archiv

5 weeks (march 2021 - april 2021)

Graphic Design, UX Design

Created graphical assets and microsite in order to help visitors find and discover museum artifacts. Built microsite prototype and interactions

Dutch Design Week

4 weeks (february 2021)

User Research, UX Design

Conducted user interviews to gain insight into design festival attendee motives. Analyzed research using affinity diagramming to create personas and problem framing

other experience

SFU Public Square

13 weeks (may 2021 - august 2021)

Web Development Assistant

Collaborated with external design to implement a redesign of SFU Public Square's website. Assisted in hosting virtual community engagement events

SFU Work Integrated Learning Department

13 weeks (may 2020 - august 2020)

Digital Project Assistant

Created a series of webpages using a content management system for students to access resources related to accessibility needs. Used Survey Monkey to house quantitative and qualitative data on student engagement data.

skills

UX/UI Design, UX Research, User Interviews, Wireframing, Personas, Journey Maps, Affinity Diagramming, Prototyping

Technical: Figma, Miro, HTML, CSS, Javascript, Github, InDesign, Photoshop, Adobe XD, Solidworks, Rhino, Grasshopper

education

Simon Fraser University

2018 - current

Bachelor of Science in Interactive Art and Technology with concentrations in Design and Interactive Systems

honours

Ken Caple College Transfer Entrance Scholarship

January 2019

SFU Undergrad Open Scholarship

January 2020, May 2020, Spring 2021

other interests

Cooking, Weightlifting, Backpacking and watching Esports