

## EXPERIENCE

### Skills

Design thinking, sketching,  
wireframing, user research, usability  
testing, personas, visual design,  
prototyping.

3D, motion graphics, video editing,  
VR/AR production

HTML, CSS, JavaScript

Communication, presentation,  
collaboration, team leading,

### Languages

English

### Education

#### George Brown College

Advanced Diploma in  
Interaction Design & Development

#### University of Warwick

MA in  
Creative and Media Industries

#### Queen's University

BAH in  
Film Studies

#### UX Designer, Research & Innovation GBC

October 2020 - Present

- Worked on ActInSite research project in order to build a toolkit for educational institutions to better assist nursing students with disabilities
- Generating system maps, personas, user journeys and information architecture for design proposals.
- Developing wireframes, interactive prototypes for mobile, tablet

#### AR Creator, Snap

October 2020 - December 2020

- Was invited into the Snap AR residency program based on my motivational lens concept 'Nourish'
- Responsible for creative direction, user flows, concept designs, programming, and motion capture animation for 3D models

#### Interaction Designer, Cream Productions

May 2020- August 2020

- Designing and delivering a coherent vision for a casual game in VR.
- Communicating with a team of developers, designers and other stakeholders remotely on a daily basis.
- Doing research by conducting user interviews, competitive & landscape analysis, creating personas for the type of game to be created.
- Building the game storyline, mechanics and levels in collaboration with the developers.
- Generating user stories, ideation sketches, wireframes, mock-ups to communicate, evaluate and implement ideas.
- Delivering the playable prototype and the design document for further development.

#### Interaction Designer, CFC Media Lab

2018- 2019

- Co-writing, co-producing and co-directing an interactive mixed-media documentary called "Made This Way: Redefining Masculinity".
- Designing and delivering the artistic vision in collaboration with a team of developers, designers and producers.
- Conducting usability testing to validate ideas to improve the VR experience.
- Designing interactions in VR with spatial sound, volumetric capture, visuals and editing techniques.