



tools

Photoshop	Figma
Illustrator	HTML + CSS
InDesign	Procreate
Premiere Pro	Medibang
After Effects	Github
Adobe XD	Microsoft Office
Davinci Resolve	Visual Studio Code

education

September 2016 - June 2023

Simon Fraser University

Interactive Arts & Technology
Bachelor of Arts: Design Concentration
Print and Digital Publishing Minor

achievements

June 2023

Vancouver City Poems Contest
- Poetry Video
Honourable Mention

Fall 2022

IAT 344 term festival
Best Cine + Audience Choice

Spring 2018

Seattle Design Charette
1st Place Team

Fall 2017

City Studio Hubbub (ux/ui)
People's Choice Award

design experience

January 2022 - August 2022

Graphic Design Intern • Precision NanoSystems

Assisted in the marketing team by designing social media graphics, presentation slides, brochures, application notes, and (re)creating and editing illustrations based on the provided assets. Worked closely with the graphics team to finalize and revised based on feedback. Worked directly with the scientists to finalize application notes and illustrations within established deadlines.

June - August 2021

Branding + Editorial Designer • Slojourn ACADEMIC PROJECT

Created and designed an original magazine including brand/logo, editorial mandate, flat plan, feature story, website, and online digital advertisements. Researched and analyzed competitive magazines and target readers. Edited photos, sketched, paired fonts and colour tested for the final layouts using Indesign/Photoshop.

February 2021 - Present

Cake Decorator • Safeway

Designed and decorated cakes for display and showcase for sales. Created custom cakes for special orders, based on the customer's preference with a personal creative touch. Self-motivated and organized daily tasks to produce daily orders and backstock. Trained helpers to design and produce cakes following the company's procedure.

Summer 2018

Graphic Designer • Semiahmoo Stables

Designed sales posters and edited images using Illustrator and Photoshop. Discussed ideas and implemented client's preferences to revamp the logo and branding. Directly collaborated with the client to complete

ux experience

March - April 2023

UX/UI Designer • textiel museum ACADEMIC PROJECT

Liaised with a team of 5 to design graphical and visual assets using Figma, Adobe Illustrator, and Photoshop. Contributed as the leader and head designer: distributed + organized tasks, created various graphical assets, developed art direction, and prototyped microsite and its interactions.

October - November 2019

UX Research + UX/UI Designer • Pak n' go ACADEMIC PROJECT

In a team of 5, designed high fidelity mockups and prototyped micro-interactions using Figma. Created a simple website using html and css for process and final product recording. Contributed research into potential stakeholders and conducted surveys. Pak n' go aims to help keep organized and sift through items to be kept and discarded to ease the process of moving for groups.