

TOOLS

DESIGN

Sketch
Figma
AEM
Invision
Illustrator
Axure

DEVELOPMENT

Bootstrap
HTML/CSS
C++

SKILLS

Prototyping
Wireframing
User Research
Illustration
Photography

AWARDS

1ST PLACE

CIBC Flex Competition

EDUCATION

UNIVERSITY OF WATERLOO

Systems Design
Engineering;
Candidate, BASc
2018 - 2023

COURSES

Human Factors in
Design, Intro to
Psychology

INTERESTS

Music
Drawing
Physiology

JAN 2019

APR 2019

WORK

CIBC DIGITAL • DESIGN & RESEARCH INTERN

Toronto, ON

- **Conducted guerilla usability testing** on new mobile app feature to collect feedback used to improve accessibility of interface interactions, content, and design.
- **Designed wireframes and researched competitors** to explore strategy for homepage redesign and increase client attraction.
- **Rebuilt several article pages using Adobe Experience Manager** to enhance readability on website while following accessibility guidelines.
- **Prototyped visual design** for new product pages from existing wireframes using a Sketch library.
- **Illustrated icons** for rebranded website while adhering to new visual guidelines.

JUL 2017

AUG 2017

UNIVERSITY OF ALBERTA • RESEARCH ASSISTANT

Edmonton, AB

- **Analyzed cases** of Hereditary Hemorrhagic Telangiectasia misdiagnosis to establish demand for accredited HHT Centres that provide proper and specialized treatment.
- **Designed patient questionnaire and interviewed subjects** over the phone and in clinic to understand patient needs.

PROJECTS

CIBC FLEX COMPETITION

- **Collaborated with team members** to design an innovative solution to increase online banking engagement and improve feedback collection processes.
- **Followed visual brand patterns and CIBC tone of voice** to design initial prototype.
- **Conducted concept testing using Alpha UX** to collect user feedback and make changes to original prototype.

TEMPORARY PLAYLIST: UX CASE STUDY

- **Simplified the process of creating a playlist** on music streaming apps by identifying and implementing a new functionality.
- **Created a user flow diagram** to determine interactions between screens with the goal to minimize number of steps.

JAN 2019

ONGOING