

Hope Akello

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Experience

New Media Gallery | Creative Technologist/Facilitator (Interaction Design & Prototyping)

APR 2021 - PRESENT, NEW WESTMINSTER, BC

Designed and prototyped interactive experiences, translating complex concepts into intuitive, engaging interfaces for diverse public audiences.

Built interactive front-end experiences using JavaScript, P5.js, Three.js, and A-Frame, applying user-centered design principles to guide development decisions.

Facilitated hands-on workshops for diverse audiences, designing accessible learning experiences grounded in user needs and engagement.

Collaborated cross-functionally to align digital programming with the gallery's vision and strategic goals.

UBC Pharmacists Clinic | Healthcare Service Designer

MAY 2022 - MAY 2024, VANCOUVER, BC

Led the design of digital tools and workflows to improve clinician collaboration and patient care within the OSCAR EMR system.

Partnered with healthcare providers, developers, and vendors to redesign appointment systems, EMR interfaces, and clinical documentation tools.

Conducted user research, journey mapping, and usability testing to identify friction points and co-create intuitive, accessible solutions.

Designed scalable components and prototypes using Figma and Miro, improving the consistency and usability of internal tools.

Acted as the primary liaison between clinic staff and technology vendors, providing leadership in digital transformation and technology integration.

Emily Carr University | Sessional Instructor + Co-op Supervisor

SEPT 2019 - PRESENT, VANCOUVER, BC

Taught interaction design courses focused on prototyping, UX research, and HCI.

Supervised an 8-month interdisciplinary co-op to design an interactive career platform, integrating React, GraphQL, and Sanity CMS.

Guided students in applying design systems thinking, accessibility principles, and front-end development practices.

Championed inclusive and research-driven design approaches that emphasize collaboration and real-world application.

Capilano University | Lab Technician

JAN 2021 - MAR 2022, VANCOUVER, BC

Supported students and faculty in integrating emerging technologies into live performance and media arts.

Designed and facilitated hands-on learning sessions using Unity, TouchDesigner, Isadora, and OpenPose.

Introduced creative prototyping methods to foster innovation and interdisciplinary collaboration.

Science World | Education Technology Designer

AUG 2018 - SEPT 2019, VANCOUVER, BC

Co-designed and distributed K-12 digital literacy programs for educators across BC, translating complex technical concepts into accessible, equity-focused learning experiences.

Led professional development workshops and provided remote implementation support, mobilizing educational resources to communities across BC.

Rapidly prototyped and published open-source educational resources, making emerging technology tools accessible to educators and youth across diverse communities.

Education

BrainStation | Diploma, Software Engineering

JAN - MAR 2025, VANCOUVER, BC

Emily Carr University of Art + Design | Bachelor of Design

Industrial Design major, Community Engagement + Social Practice minor

MAY 2016, VANCOUVER, BC