

Hope Akello

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Experience

New Media Gallery | Creative Technologist

APR 2021 - PRESENT, NEW WESTMINISTER, BC

Developed and tested prototypes using a range of programming languages and software to explore emerging technologies and educational tools.

Designed and facilitated interactive workshops on new media, creative coding, and contemporary art for diverse adult and youth audiences.

Tools & technologies used: **LittleBits/Microbit/Arduino, JavaScript, C#, P5.js, Three.js, A-Frame, In:Verse, Processing, Unity, Blender/Fusion360, 3D scanners/printers/cameras.**

Created original graphics and interactive content to support programming. Contributed to workshop strategy and educational planning to align the gallery's vision.

UBC Pharmacists Clinic | Healthcare Service Designer

MAY 2022 - MAY 2024, VANCOUVER, BC

Managed multiple concurrent projects, including the redesign of the appointment booking process, EMR interfaces, and drug therapy tracking tool to streamline workflows and improve accessibility.

Led user research to improve clinical tools and processes. Created journey maps, task flows, wireframes, prototypes, and mockups using **Figma, Miro, Asana, and Microsoft Office Suite.**

Facilitated usability testing and feedback with clinicians, administrators, and patients.

Mentored students and staff in adopting UX and service design approaches.

Emily Carr University | Sessional Instructor + Co-op Supervisor

SEPT 2019 - PRESENT, VANCOUVER, BC

Instructor for several interaction design courses (INTD210, INTD300, INTD316, INTD318) emphasizing iterative prototyping, user testing, and critical research methods.

Supervised an 8-month co-op to design a digital hub with interactive career tools.

Conducted interviews, and user testing with students and alumni. Developed scalable design

systems and style guides using **Miro, Asana, Figma, React, GraphQL, and Sanity**.

Capilano University | Lab Technician

JAN 2021 - MAR 2022, VANCOUVER, BC

Supported remote learning and guided theatre students in adopting emerging technologies to expand their creative practice. Tools & technologies used: **drone cameras, Unity, OpenPose, Isadora, TouchDesigner, Hydra**.

Delivered training, design-thinking facilitation, and creative feedback in collaboration with instructors to integrate digital tools into live and hybrid performance.

Science World | Tech Up Specialist

AUG 2018 - SEPT 2019, VANCOUVER, BC

Collaborated with educators from diverse disciplines to co-design curriculum and learning resources centered on coding and computational thinking to K-12 educators across the Lower Mainland.

Delivered professional development workshops and provided remote tech support to educators in remote and under-served communities.

Rapidly prototyped open-source educational tools using **3D printer, laser cutter, microcontrollers, and HTML/CSS/JS**.

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