

# Patrik Lau

## experience

### Product Designer at GrantMe from Nov 2020 - April 2021

GrantMe's second designer. Shipped two features supporting students applying to uncommon funding opportunities and reporting issues with scholarship details.

- Led design and development of GrantMe's first design system. Created Figma components, styles and icons. Lead team to develop coded components.
- Conducted weekly user interviews to test feature concepts and fact check design assumptions with active users. Grew user research group from 0 to 50.
- Managed product hygiene requests from stakeholders to support raising in-app NPS above 35. Maintained less than 10 outstanding requests a week.
- Introduced usage of product planning documents and design sprint process.

### Teaching Assistant at RED Academy from Oct 2019 - Mar 2020

Leading lessons on Sketch and other technical skills. Supporting students during workshop hours by providing design feedback and project management tips.

### UX Design Intern at Visier Inc. from Jan - Sept 2014

Supported feature development alongside developers with design specifications and presentations. Paired with an external contractor to begin Visier's first customer support portal.

- Designed security permissions workflow for Workforce Planning Admin Panel.
- Illustrated iconography for dashboards and data visualizations.
- Supported design implementation with style guides for components and iconography, outlined use cases and modifications for development constraints.
- Collaborated with internal stakeholders to design customer support portal.

## projects

### UX Designer for covid19help in April - June 2020

Worked remotely with a product manager to prototype initial web pages for a COVID19 relief resource and planned project phases.

- Deciphered vague project initiatives with project manager to produce concrete user journeys with accompanying prototypes.
- Began early steps of design system with working components in Figma.
- Weekly remote meetings alongside Trello board for task tracking.

### UX Designer for VitalSines Inc. in Sept 2019

Built and animated a prototype which covers onboarding a first time user to using their iHeart Internal Age device and how to interpret data gathered.

- Evolved existing app by redesigning written content and providing onboarding to new users. Added potential value with guest option to quickly try iHeart.
- Conducted tests with potential users of the iHeart device to discover short comings, collected data to inform design decisions.
- Produced an animated prototype with Adobe XD with over 60 screens.

## CONTACT

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## ABOUT

I want to make memorable interactions and hone the skills to create those experiences.

I'm interested in design systems and producing work in interdisciplinary teams.

## EDUCATION

### RED Academy

2019

Full Stack Design, Diploma

### Simon Fraser University

2011-2018

BSc, Interactive Arts and Technology

## LEARNING

Gatsby.js	Storybook
React	Asana

## TOOLS

Figma	Miro
Sketch	HTML
Adobe CC	CSS / SASS
Principle	Javascript

## ASK ME ABOUT...

Vegan baking recipes,  
curing salmon,  
Magic the Gathering  
tournaments,  
streaming on Twitch.tv