

Patrik Lau

EXPERIENCE

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

Teaching Assistant (UX/UI) at RED Academy since Oct 2019

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

PROJECTS

User Experience 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.

User Experience Designer for BullyFreeBC in Aug 2019

Delivered a prototype website within the constraints outlined by client and designed an experience contrary to a typical anti-bullying website.

- Prioritized features such as quick exit to support bullying victims and an indexable archive to support anti-bullying advocates finding resources.
- Tested labelling of navigation links in two separate sessions, iterating with feedback to write labels that resonated with users expectations.
- Simplified design production with Sketch plugins, allowing UI team to work on components before wireframes were completed.

User Interface Designer for BEST in May 2019 - June 2019

Developed production processes to create consistent visual assets for the design team. Supported the production of an over 60 wireframe prototype.

- Built photo treatment process for hero banners and visual artifacts in Photoshop, iterated with client to ensure treated photos matched brand feel.
- Created and managed a Sketch design library which contained symbol, layout, colour, and typography guidelines.
- Project went onto development at RED Academy, supported developers with style guide and CSS colour schema in SASS.

CONTACT

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ABOUT

I want to create memorable interactions one touchpoint at a time, and learn the skills to create those experiences.

I'm interested in learning to create 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

Adobe XD	React
Figma	Gatsby.js

TOOLS

Sketch	HTML
Adobe CC	CSS / SASS
Principle	Javascript
Invision	Gulp

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