





# I R E M H A R N A K

F R O N T E N D D E V E L O P E R

## CONTACT

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## SKILLS

### TECHNICAL

- HTML, CSS, JS
- React
- Git, Bitbucket, JIRA
- Express
- Python
- Mongo, Mongoose
- Django
- Adobe Creative Suite
- Figma, Sketch, Invision

## EDUCATION

### Certificate

Software Engineering Immersive  
General Assembly

### Diploma

Interaction Design & Development  
George Brown College

### Master's

European Cultural Policy & Management

## PROFILE

I am a front end developer with a background in user experience design. My coding journey began with building interactive and engaging experiences in VR/AR. From there I began experimenting with the web, and fell in love with development. I have a passion for building applications and working collaboratively in a team to make the best possible product.

## WORK EXPERIENCE

### SOFTWARE ENGINEERING IMMERSIVE FLEX

GENERAL ASSEMBLY | 2022

- 450+hour Software Engineering Immersive program where I developed full-stack skills, with front-end & back-end languages, tools, and frameworks, always following best practices
- Completed projects individually and collaboratively in an Agile environment including a browser based game as well as full-stack applications integrating third-party APIs.
- Technologies used: MVC framework, HTML, CSS, JavaScript, React, Node.js, Express, MongoDB, Python, Django and more

### PRODUCT DESIGNER

BMO | 2021

- Working with PO's, BA's, devs, researchers, QA's and other stakeholders to deliver a modern investment platform.
- Creating various web responsive prototypes (mobile, web, tablet, mobile native)
- Working closely with developers to build a seamless user experience and interactions
- Helping the UI development team with various frontend coding tasks and fixing defects.

### UI/UX DESIGNER

Dark Slope/Lumeto | 2021

- Worked with the product owner & rest of the team to deliver a coherent project vision. Connected with users to identify & validate pain points.
- Collaborated with developers to explore new capabilities, assess constraints & feasibility.
- Crafted & presented design directions & specifications that support an iterative development & prototyping.

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## SKILLS

### PROFESSIONAL

- Attention to detail
- Critical thinking
- Communication
- Resourcefulness
- Adaptability
- Time management
- Problem solving

## EXTRA

### VENICE VR IN COMPETITION

Linear Storytelling / 2018

## INTERESTS

- Cinematography
- Languages
- Storytelling
- Sports

## WORK EXPERIENCE CONTINUED

### AR CREATOR RESIDENT

Snap Inc | 2020

- Designed an AR experience to be used as a Snapchat Lens based on a motivational app concept.
- Collaborated with a creative director/designer & Snap developers to implement effective storytelling & user engagement.
- Designed interaction flows & various mockups to convey the vision.
- Created 3D assets, used VR tools and Javascript to rig animation.
- Combined animations and custom ML in Lens Studio to create the storytelling lens.

### PRODUCT DESIGNER

Cream Productions | 2020

- Designed and delivered a coherent vision & a playable prototype for a casual game in VR.
- Helped build strategy & positioning for the game by doing user interviews, creating personas and delivering a competitive & landscape analysis.
- Designed the game storyline & levels in collaboration with my team.
- Generated user stories, wireframes to convey & implement ideas.

### UX DESIGNER / UX RESEARCHER

GBC Office of Research & Innovation | 2018 - 2020

- Worked with companies such as Autodesk, EcoSpex, RainGrid on different stages of their product cycle.
- Identified core functional requirements and formulated design suggestions by doing heuristics evaluations, user research and task analysis.
- Generated system maps, personas, user journeys and information architecture for design proposals.
- Developed wireframes, interactive prototypes for mobile, tablet and web.