

# Jacquelyn Lau

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## EDUCATION

### University of Western Ontario

Bachelor of Science - Double Major  
Computer Science, Medical Science

## TOOLS

Jira  
Figma  
Adobe XD  
Adobe Illustrator  
Adobe Photoshop  
Adobe Premiere Pro  
Articulate Storyline

## SKILLS

Wireframing  
UI/UX Design  
Prototyping

## PROGRAMMING LANGUAGES + SCRIPTS

HTML/CSS  
JavaScript  
SQL  
Python  
Java  
Shell Script

## INVOLVEMENT

### Hackathon Participant

SheHacks (March 2019)  
Hack Western (Nov. 2018)  
Hack Western (Nov. 2017)

## ACTIVITIES

Western Climbing Club  
Ultimate Frisbee  
Snowboarding  
Photography  
Food Enthusiast

## EXPERIENCE

### Western Technology Services

**Instructional Technology Resource Centre**  
Digital Media Creator

May 2018 - present

Developed projects for university courses and integrated multi-media to enhance eLearning: video production, graphic design, web development, Articulate Storyline. Provided in-person consultations and troubleshooting services on Western's online learning management system to professors and faculty staff.

### Western University Student's Council Creative Services

Social Media Marketing

Sept. 2018 - May 2019

Revamped our marketing strategy by creating social media campaigns and developing media content, which increased outreach on Instagram and Facebook by 3000 reaches.

### Western University Student's Council – Creative Services

Production Associate

Sept. 2016 - May 2019

Managed and executed quality print jobs under customers' specifications while meeting strict deadlines; developed client relationships and improved overall operational efficiency. Analyzed and formatted files in fine detail to ensure quality standards were met; increased company's brand equity by enhancing overall client satisfaction.

## PROJECTS

### Human-Computer Interaction Project

UX/UI Designer

Jan. 2019 - April 2019

Collaboratively re-designed the current voicemail system to a voicemail application with a visual interface using React Native and Google Firebase. My main involvement was designing the wireframes and high fidelity prototype models of the application.

### Game Design Project

UX/UI Designer, Graphics

Jan. 2019 - April 2019

Collaboratively designed an arcade style game using Game Maker Studio 2. My main involvement was designing the flow of the game, user interface and experience. I also used Adobe Illustrator to create some of the game assets such as the buttons, game play screens, and game characters.

## VOLUNTEERING

### Out of Province Student Association

Student Mentor

Sept. 2016 - April 2017

Mentored 40 out of province first year students by monitoring their progress and provided transitional support by communicating weekly; built strong relationships. Assisted in planning monthly events, encouraged student participation by promoting on social media, led to an increase in participants at monthly events.