# 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.