Jennifer Dryden

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Education

University of Waterloo

Systems Design Engineering (BAS) - 2020-2025

Relevant Coursework:
- Human Factors in Design
- Design, Systems & Society
- Data Structures & Algorithms

Introduction to UX Design

Bitmaker, 2019 Certificate

Skills

Development

`C#` `Unity` `C++` `HTML` `OpenGL` `JavaScript` `Python` `Angular` `React`

Design

`Product Design` `Usability` `User Research` `Prototyping` `Data Analysis` `Wireframing` `A/B Testing`

Toolbox

`Figma` `Illustator` `Photoshop`

Experience

UX Engineer Intern (AR) / Google
May 2022 - Aug 2022
- Prototyped as the **lead** UX engineer on a UX research vision study for AR.
- Collaborated with **cross-functional** teams of designers and engineers to develop wireframes, heuristic evaluations, and build **Hololens** prototypes.

[C#, Unity, Figma, Javascript, CSS, HTML]

Software Developer Intern / Ceridian 🔗
Sept 2021 - Dec 2021
- Created core UI features for over **4.2 million+** users for Dayforce Benefits platform in collaboration with developers and designers.
- Developed **C# Unity AR** mobile software to revolutionize onboarding process

[C#, Javascript, Typescript, React, Dojo, SQL, Unity]

Design and Product Lead / Stackd 🔗
Oct 2019 - Aug 2021
- Overhauled gamer retention by **380%+** on E-sports matchmaking platform by collaborating with and managing team of **30+** developers.
- Conducted user research and leveraged Google Analytics to develop new web application in less than **3 months**. Created high fidelity wireframes on Figma.

[Python, Javascript, React, Figma, Canva]

Software Developer Intern / RBC 🔗
Jan 2021 - Apr 2021
- Increased web platform accessibility by **23%** for Business Banking application by enhancing user interface and increasing text support, affecting **2 million+** users total.
- Collaborated with team of **5+** designers using Figma and Sketch.

[Angular, Typescript, Jasmine, Jest, Javascript]

Projects

Unity DriveGreen Game / $10,000 Winner, NGI Hackathon 🔗
- **Unity 3D** driving simulation game created with **C#** and programmed keyboard inputs to promote sustainable driving in teenagers
- Winner of RBC Next Great Innovator hackathon, $10,000 prize reward

TweetVR Unity Project 🔗
- **Unity** tweet **3D** globe **visualizer** made with **C#, Oculus Rift**, Tweepy API. **Python**, and TextBlob sentiment analysis

ConVRsation C# Unity Project 🔗
- **Virtual reality (VR)** Unity project made with **C#** and the **Google Cardboard**, used to teach languages through **head tracking**

Silver Content Creator / Youtube (Jenn Creates) 🔗
- Design and Tech channel reaching **110k** subscribers, **15.5+** million total views.
- Created **65+** thumbnails and creative visual designs using Illustrator and Figma.
- Leveraged **A/B Testing** to reach larger audience and increase impressions.