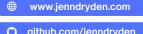
Jennifer Dryden



in linkedin.com/in/jennifer-dryden

github.com/jenndryden

jennifer.dryden@uwaterloo.ca

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

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 Ø

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 Ha	ckathon	0

- 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 Ø

• 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.