

EXPERIENCES	<u>UX Designer</u> Electronic Arts (Full-time) 07.21 – Current	EASPORTS (NHL) – Collaboration with producers, developers, and other designers on next generation experiences for the NHL Franchise. Designed screens from concept to hifi prototypes to validate with user testing. Supporting UX research and advocating for usability for all audiences.
	<u>UX Designer</u> Stryker (Internship) 09.21 – 08.22	Systems R&D (Endoscopy) – Collaboration with senior designers, upstream marketing, and software engineers to create solutions for the Endoscopy business unit. Drove participatory research workshops and spearheaded synthesis of data to craft solutions to ensure patient safety, hospital efficiency, and support to all stakeholders (from clients to sales team).
	<u>BDR + Marketing Rep</u> Guusto (Internship) 01.20 – 08.20	Collaboration with co-founder, marketing/sales team to create sales and marketing strategies. Crafting email marketing campaigns for B2B outreach and managing all email marketing accounts. A/B testing on different email marketing strategies and synthesis of outcome. Creation of social media graphics and company blog illustrations. Designed the new 2020 sales pitch deck.
EDUCATION	Simon Fraser University Bachelor of Business	School of Interactive Arts + Technology Beedie School of Business Joint Major in Design and Business Concentration in Design Co-op designation with 20 months of work experience in tech prior to graduation 2019 Dean's Honour Roll Recipient
SKILLS	Tools	Figma / Adobe CC / Keynote / HTML / CSS / Javascript / Korean / Japanese
	Design	User Experience Design / User Research / Visual Design / UI Design / Prototyping Usability Testing / Data Synthesis / Product Strategy
	Interpersonal	Cross-Functional Collaboration / Project Leadership/ Leadership
INTERESTS	Creative	Knitting sweaters / Crocheting tote bags / Oil painting portraits
	Sports	Hitting a tennis ball / Throwing a baseball / Splashing around in water