

JOHN LIMIAC

product designer

I love the challenge of looking at things that could be easier, analyzing intricate interactions, and turning them into meaningful experiences.

WORK EXPERIENCE

TTT Studios / UX + UI Designer Coop

Sept 2017 - Dec 2017 || Vancouver, BC

I led a team in creating a mobile marketplace application that allows faster uploading, intuitive browsing, and safer trading options. I successfully created design deliverables and handed them to developers on a tight deadline. I collaborated closely with clients, product managers, developers, and researchers.

Kintec Footwear + Orthotics / Graphic Designer & Videographer

Sept 2017 - Dec 2017 || Surrey, BC

I led in jump-starting the company's video marketing strategy with the materials having a cumulative of 100,000 views allowing the company to gain more clients and extend their reach among Metro Vancouver residents. I worked closely with the marketing team to strategize promotional campaigns highlighting the company's products and services by crafting eye-catching and engaging design materials aimed towards a specific customer persona.

RESEARCH

Vancouver Aquarium / UX Researcher

Jan 2018 - Apr 2018 || Vancouver, BC

I collaborated with 3 other students from the class IAT 333 (Interaction Design Methods) and the admission and front-of-the-house staff at Vancouver aquarium to improve the overall guest experience of arriving at the aquarium, standing in line, and buying admission tickets. I successfully embedded myself with the staff conducting interviews, cultural probes, and helped present our design ideas to the Admission supervisors at the end of the semester.

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EDUCATION

Simon Fraser University

Sept 2013 - Jun 2019 || Surrey, BC

BSc in Interactive Arts + Technology with a concentration in design and a certificate in SIAT Cooperative Education.

Cumulative GPA: 3.32/4.33

SOFT SKILLS

Collaboration/Teamwork • Empathy • Communication • Leadership

HARD SKILLS

Design: UX • UI • Sketch • Photoshop • Illustrator • InDesign • Premiere Pro • UI Graphics • User Flows • Concept Sketches • Wireframes + Mockups • Motion Design with After Effects • Styleguides

Code/Interaction: Processing (Java) • Arduino • HTML • CSS

UX Methods: Persona • Storyboarding • Usability Testing • Rapid Prototyping • Affinity Diagrams

INTERESTS

Photography • Film • Hiking • Travel • Snowboarding