

Product Designer

CONTACT

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EDUCATION

University of Waterloo

Graduating June 2022

Honours Bachelors of Global Business and Digital Arts

Minor in Computer Science

TOOLBOX

Figma

Sketch

Zeplin

Adobe CC

InVision

Principle

Framer

Miro

HTML/CSS/JavaScript

Python

SKILLS

Product Thinking

Requirements Gathering

Information Architecture

User Flows

Wireframing

Design Systems

Branding & Visual Design

Prototyping

User Research

Usability & Concept Testing

EXPERIENCE

Product Design Intern — NerdWallet

May 2021 - August 2021

Redesigned the mortgage comparison experience on mobile and web to meet user needs, reduce abandonment rate, and increase click-through rate. Collaborated with Engineering, Product, and Design, using an iterative end-to-end design process.

Created a new component for the design system, helping users navigate through long form content and standardizing related components across the entire product.

Product Design Intern — Credit Sesame

September 2020 - December 2020

Designed and shipped a cross-platform feature that enables users to fund their cash accounts quickly and easily, increasing new user conversion rates by 14%.

Spearheaded the design system overhaul and successfully advocated for a transition to Figma to standardize visual patterns and improve design processes.

Product Design Intern — Transparent Kitchen

May 2020 - August 2020

Launched a revenue generating MVP of a contactless dine-in service by building user flows, hi-fidelity mockups, and prototypes. Conducted usability testing on product concepts, reiterating designs to improve usability and validate product features.

Implemented the internal design system for Transparent Kitchen by creating UI components and defining use cases to ensure design quality and consistency.

Design Intern — Art & Science Digital Experience Design

May 2019 - August 2019

Worked in cross-functional teams to produce a range of designs, products, and strategies for various clients, contributing to multiple successful product launches.

COMMUNITY

VP Design, Product Designer — UW Blueprint

May 2018 - Present

Inspiring the vision for design at UW Blueprint by advocating for design on an executive level, creating processes for cross-functional collaboration, mentoring designers, and hiring diverse talent.

Partnering with various non-profit organizations to build products with social impact.

Product Designer — StarterHacks

May 2019 - May 2020

Built a tool to connect beginner hackers to mentors during a 24 hour hackathon.