

YIFEI GAO (Kaylee)

647-671-0683

www.kayleegao.com

kayleegao1998@gmail.com

WORK EXPERIENCE

- ❖ **Digital Marketing Intern, Shanghai Bestone Co., Ltd** Jul 2018 — Aug 2018
Shanghai, China
 - Orchestrated and hosted a waste management contest.
 - Coordinated a local legal consulting forum.
 - Designed and managed marketing materials with an emphasis on target audiences and user needs.
- ❖ **Intern Back-end & Function Developer, C&A (China) Co., Ltd** Jun 2020 — Aug 2020
Shanghai, China
 - Developed a program using Python to detect and filter dated files.
 - Programmed an algorithm using Python and SQL to extract product data and improve efficiency in product management.
 - Built a user experience upgrade project for the company's HR Department and improved efficiency in employee schedule management.

EDUCATION

- ❖ **University of Toronto, Mississauga** Sep 2017 — Jun 2021
Bachelor of Science
Toronto, Canada
 - Major:** Computer Science
 - Major:** Communication, Culture, Information and Technology
 - Minor:** Mathematical Science

TECHNICAL AND LANGUAGE SKILLS

Python	<i>Experienced</i>	SQL	<i>Skillful</i>
Java	<i>Skillful</i>	Adobe Dreamweaver	<i>Experienced</i>
HTML & CSS	<i>Experienced</i>	Adobe Illustrator	<i>Experienced</i>
JavaScript	<i>Skillful</i>	Adobe InDesign	<i>Experienced</i>

UX/UI AND HCI EXPERIENCE

- ❖ **Fitness Equipment Upgrade Project** Sep 2019
University of Toronto
 - Upgraded a bench press by calculating risks through weight information and sending warning to users when safety threshold value is reached to minimize chance of injury.
- ❖ **Learning Space Utility Improvement Project** Jan 2020
University of Toronto
 - Designed an interface that helps students to locate available study space that match their needs at U of T.
 - Conducted surveys and semi-structured interviews, usability tests, interface modification and optimization.
- ❖ **Cursor Controlled Experiment** Nov 2020
University of Toronto
 - Operated research to investigate how different types of cursors, size of targets, and the number of targets could better facilitate the task of pointing and selection.
 - Wrote HTML and JavaScript files that could automatically run the study and generate data.
 - Analyzed the results using Three-Way ANOVA and suggested the most efficient combination.
- ❖ **Board Game Design Project** Sep 2020
University of Toronto
 - Devised game mechanics and components to reflect the elements of luck and character skill.
 - Conducted two rounds of usability tests and modifications and completed the project with a fully playable high-fidelity board game that is downloadable and printable.