



PROFILE

I specialize in [user experience research and design](#), with a desire to get to know how current and potential users might use an interactive product throughout every step of the development process, from conceptualization to product evaluation. My overall passion for design compliments my expertise in [web coding and programming](#), allowing me to translate my design ideas into reality. Finally, I have professional experience in [marketing and communications](#).

TECHNICAL SKILLS

Design

Axure
Balsamiq
Photoshop
Illustrator
InDesign

Programming & Web

HTML5 / CSS3
JavaScript (libraries: jQuery, D3.js, three.js)
Java (including experience with Android APIs)
C#
C++

Other Software & Platforms

Unity
Git / GitHub
Google Analytics
Basecamp
Microsoft SQL Server

CONCEPTS & KNOWLEDGE

Interaction design
Human-computer interaction

Web, graphic, and print design
Desktop, mobile & web app development

Game development
Agile development

UX & COMMUNICATIONS EXPERIENCE

Communications Research Assistant (Co-op)

BCcampus

January 2013 – August 2013

- Roles**
- Coordinated a usability test of their corporate website; researched use cases, designed the test, recruited participants, and facilitated tests at their workplaces
 - Facilitated a major reorganization of their Confluence corporate wiki after consulting with their staff, coordinated software tutorial sessions, and provided technical support
 - Created a biweekly marketing newsletter using Campaign Monitor
- Outcomes**
- Strengthened communication and collaboration between BCcampus and their users and stakeholders (academic faculty, administrators, and staff), plus internally between their teams of employees. My report of findings and recommendations after the usability test guided the design of their new responsive website.

WEB DESIGN & DEVELOPMENT EXPERIENCE

Email & Website Developer/Designer (Co-op)

ACTIVE Network

January 2014 – August 2014

- Roles**
- Contributed to visual design and development efforts to support marketing and communications objectives and drive leads and conversions
 - Designed and coded emails, forms, and landing pages using HTML, CSS, and JavaScript
 - Set them up for distribution and viewing using Oracle's Eloqua marketing automation software
 - Ensured all designs followed corporate branding standards
- Outcomes**
- Successfully created high-quality emails and landing pages while also frequently working within tight deadlines. Gained experience building responsive email layouts.

UX COURSE PROJECTS

UX, UI, and Interaction Designer & Researcher

Community Builder

October 2015 – December 2015

Our team of four developed the interface and interactions for an Android app that allowed people to organize, search, and volunteer for community events within their neighbourhoods, promoting physical community engagement.

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| Roles | <ul style="list-style-type: none"> • Created scenarios, personas, and a journey map to explore user goals and task flows • Rapidly developed and refined interface designs, ranging from low-fidelity paper wireframes to high-fidelity Axure prototypes, on a weekly cycle using the agile methodology, taking into account design critiques and usability test results • Created a usability test plan and its tasks, and facilitated the majority of the tests |
| Outcomes | <p>Applied advanced features of Axure to create a prototype that looked and behaved like a real Android app. Expanded my interaction design and visual design skills, with a higher level of knowledge about user goals and needs, hierarchy, typography, and branding.</p> |

Level Designer, UI Designer, and Playtest Coordinator

Arma Vita

September 2014 – December 2014

In our team of five, we designed and developed a side-scrolling hack and slash game using Unity.

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| Roles | <ul style="list-style-type: none"> • Designed three levels that fully utilized our unique core mechanics • Designed and developed in-game menus • Facilitated three rounds of playtesting, and compiled results and recommendations based on user feedback • Created background art to teach gameplay mechanics to players in a non-intrusive way |
| Outcomes | <p>Learned how to create a complex video game in Unity and C#. Expanded my knowledge of game design concepts, and applied them to make our game enjoyable and fun. Our agile team was successful at creating a game that progressively became better over time through short development cycles.</p> |

LEADERSHIP EXPERIENCE

Vice President of Education

Burnaby Mountain Toastmasters

October 2014 – Present

The goal of our Toastmasters club at SFU is to help members improve their public speaking skills in a fun, friendly, and supportive environment. I monitor each member's educational goals, coordinate the weekly club meetings and member roles, and ensure that new members receive an orientation to the club and are assigned a mentor.

EDUCATION

B.Sc. in Interactive Arts & Technology (Concentration in Interactive Systems), Minor in Computing Science

Simon Fraser University

2009 – 2015

As a graduate from the School of Interactive Arts & Technology at SFU, I learned the skills and tools to not only create both elegant and functional designs, but to also build the technologies and experiences that increasingly shape our lives. My concentration, Interactive Systems, focuses on the interaction between computer systems and users.