

## EXPERIENCE

### Hatch Credit • Product Design Intern

*May 2021 – Aug. 2021, San Francisco CA*

Led the design of a feature to surface transaction and withdrawal limits on iOS, Android and desktop, **reducing call volume by over 50%**

Defined and documented the company's hand-off procedure between design and engineering, improving workflows and onboarding for designers

Led qualitative and quantitative generative research on account closures, resulting in **3 large-scale features being highly prioritized**; synthesized research and presented to 50+ employees and executives

### Hack the North • Product Designer & UX Researcher

*May 2021 – present, Waterloo ON*

Designed a team formation tool which **helped 900+ hackers find teams** for Canada's largest hackathon; streamlined the project submission flow by designing a short, simple form and error & edge cases for 400+ submissions

Led interviews with LGBTQIA2S+, Black, and physically impaired individuals to **generate insights on how to make the event experience more inclusive**, compiling research into actionable recommendations for each sub-team

Currently spearheading Hack the North's post-event survey to gather feedback on all aspects of the event; leading a new initiative to interview participants to better inform future design and organizational decisions

### Geotab • Product Design Intern

*Sep. 2020 – Dec. 2020, Remote*

Designed and shipped fleet collision visualizations to 40,000+ users

Audited a city snow-plow tracker according to the WCAG guidelines to make accessibility recommendations to the design and engineering teams

## COMMUNITY

### Tech+ UW • Researcher

*Aug. 2020 – present, Waterloo ON*

Conducted generative surveys and interviews to better understand the barriers facing underrepresented groups in tech, culminating in a team-wide report on **recommendations for organizational direction**

## SKILLS

### Design

Inclusive design, accessibility, product thinking, strategy, user research, user flows, data analysis, prototyping

**Tools:** Figma, Mode, Zeplin, Principle, Sketch, Webflow

### Development

HTML / CSS, JavaScript, Python (Flask), C++, SQL

## EDUCATION

### University of Waterloo

Systems Design Engineering  
BASc Candidate

*Sep. 2019 – Apr. 2024*

#### Relevant coursework:

Design, Systems & Society,  
Human Factors Engineering,  
Data Structures & Algorithms

## AWARDS

### 1st Place (out of 75+)

*Think Privacy Design Jam*

Designed an app for secure, remote after-school activities

### 3rd Place (out of 900+)

*Adobe + Activision Jam*

Designed an app for new gamers to find buddies