

EXPERIENCE

Geotab • Product Design Intern

Sep. 2020 – present, Remote

Championed a large scale project streamlining data from 2+ million vehicles to give insurance companies contextual insight into claims for fairer payouts; led to approval for **development of a new, high ROI business channel**

Audited a user-facing platform according to the WCAG guidelines and made product-focused recommendations to the design and development teams

VoGro • Co-founder & Product Design Manager

Jun. 2020 – present, Remote

Led the end-to-end design of an app/organization that lets elderly people find helpers for everyday tasks, with 200+ volunteers and 50+ tasks completed

Scaled to over 10,000 users by pivoting the product strategy to work with research and community institutions, while managing a design team of 4

Betalab • Product Designer

May 2020 – present, Kingston ON

Collaborating with a cross-functional student team and cardiologists to develop and ship an app promoting healthier habits among heart attack victims, with emphasis on **accessibility and incentivization for patients**

TD Lab • UX/UI Design Intern

Jan. – Apr. 2020, Kitchener ON

Designed features to improve financial habits among young adults, identifying specific pain points in personal banking and conducting usability tests

Wrote and implemented an internal remote user testing guide, resulting in **improved workflow efficiency**

COMMUNITY

Tech+ UW • Project Coordinator

Aug. 2020 – present, Waterloo ON

Organized Coffee Chats to foster an inclusive tech community at UW, **helping 100+ students find mentors and resources** to learn from industry pros and advance their careers and interests

SKILLS

Design

UX/UI design, accessible design, product strategy, usability testing, prototyping, design systems, wireframing, journey mapping

Tools: Figma, Adobe XD, Principle, Sketch, Zeplin, Webflow, Principle

Development

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

EDUCATION

University of Waterloo

Systems Design Engineering
BASc Candidate
Sep. 2019 – Apr. 2024

Relevant coursework:

Human Factors in Design,
Algorithms & Data Structures,
Introduction to Design

AWARDS

3rd Place

Adobe + Activision Jam

Designed an app for new gamers to find game buddies

INTERESTS

Deception board games,
ultimate frisbee, reading