leon han

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EXPERIENCE

UX design intern · TD Lab

Jan. - Apr. 2020, Kitchener, ON

Designed a feature to encourage better financial habits among young adults, stimulating user engagement; earned approval from TD executive VP's to begin testing and development

Wrote and implemented an internal remote user testing guide, making the transition to WFH easier for TD Lab's design team

Product design lead · VoGro

May 2020 - present

Led the end-to-end design in an agile environment of an app that helps elderly people find helpers; VoGro is on the App/Play Store!

Defined KPI's to measure user engagement, used the Kano model to prioritize features and Webflow to build VoGro's website

Product designer · Betalab

May 2020 - present

Working with engineers and PMs to design CardioMe, an app to promote post-cardiac emergency rehab by encouraging better habits using gamification and intuitive day-to-day tracking

JavaScript instructor · Hatch Coding

Jun. 2019 - Aug. 2019

Taught and mentored 30+ students over the summer sessions in fundamental programming concepts and logic, culminating in projects and mini-games

PROJECTS

Pebble · 3rd place

Activision + Adobe Creative Jam

Designed an app to help new gamers integrate into gaming culture, emphasizing proficiency-based socializing and learning

SKILLS

UX/UI + Product design • defining KPI's • SEO • digital marketing • prioritization models • usability testing • prototyping • wireframes

Tools: Figma, Adobe Xd, Principle, Sketch, Zeplin, Webflow, Protopie

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

RELEVANT COURSES

Human Factors in Design Introduction to Design Algorithms and Data Structures Digital Computation (C++)

EDUCATION

University of Waterloo, BASc.

Systems Design Engineering

Expected graduation: Apr. 2024

International Baccalaureate Diploma

Sep. 2017 - May 2019

INTERESTS

Deception board games Ultimate frisbee Toronto Raptors (fan since 2008)