

# Loreina Chew

4th year student with web development, product design & leadership experience

[lor.fm](#)

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## EDUCATION

### McGill University

2016 - 2020 • Montreal

Bachelor of Arts, International Development & Computer Science  
Expected Graduation: Dec 2020

### Havergal College

2012 - 2016 • Toronto

Ontario Secondary School Diploma,  
Ontario Scholar

## SKILLS

### Design

Figma  
Sketch  
Invision  
Abstract  
Adobe Creative Suite

### Development

JavaScript/TypeScript  
React (CRA, NextJS, Gatsby)  
HTML/CSS  
Heroku/GCP/CircleCI  
Python  
Git

## EXPERIENCE

### Product Manager @ Weav

OCT 2019 - PRESENT

- Lead product strategy of core features incl. enroute, matching, payments/payouts
- Manage workload in 2-week agile sprints for backend, mobile, and growth development
- Conduct user research through usability testing, feedback analysis, and user interviews
- Test iOS/Android builds for feature accuracy and schedule release rollouts
- Design UI/UX blueprints for internal tools dashboard

### Undergraduate Researcher @ McGill University

MAY 2020 - PRESENT

- Conduct research at the Social Studies of Computing Lab under Prof. Elizabeth Patitsas
- Explore the ethics of improving accessibility in interaction design practice

### Web Developer Intern @ The Sweater Guys

JUL 2020 - OCT 2020

- Build a UI component library using React, Typescript, Jest, Styled Components
- Execute frontend rearchitecture of the products gallery and design studio
- Setup deployment automation with CI/CD for web applications and microservices

### Product Designer @ Krypto

JAN 2018 - JUN 2018

- Sole designer at an early stage startup building intelligent blockchain analytics
- Participant in McGill's X-1 Accelerator and Fintech Cadence's Ascension programs

## COMMUNITY

### Development Lead @ McHacks

JAN 2017 - APR 2020

- Build our API, dashboard, and website reaching 2k+ applicants and 580+ participants
- Organize the backlog, project roadmap, and prioritization of technical work
- Collaborate with design team on UI/UX logic and implementation
- Previously: Design Lead (2 years), Co-Director (1 year)

### VP Communications @ Game Development McGill

APR 2019 - APR 2020

- Manage engagement for a 80-member club and 150-participant game jam
- Design graphics for social media, website, and events and maintain club website

### VP Communications @ Computer Science Undergraduate Society

APR 2018 - APR 2019

- Representative of 1850+ undergraduate students in the School of Computer Science
- Published social media posts garnering 10k+ social engagements
- Sent weekly email blasts to constituents with 48% average email opens