Mark Emery

Toronto, ON

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Skills & Qualifications

- Strong graphic design skills via Adobe Illustrator, Photoshop, & Figma
- Agile experience sprint planning, managing backlogs with JIRA, and writing documentation in Confluence
- Proficient at creating wire frames & mock-ups using Figma and Invision
- Experienced using Python, Java, SQL, C++, HTML, CSS, and JS
- Ample leadership, communication, and time management skills developed through past internships

Personal Information

Education

University of Waterloo   Class of 2020

- Bachelor of Applied Science in Computer Engineering, with Distinction
- Cumulative GPA of 82
- Relevant technical courses include: Software Design and Architectures, Computer Security, Databases, Computer Networks, Information Retrieval, and Embedded Software

Design   *Experience*

Art and Design Director Intern @ OneMethod

Toronto, ON   June-Sept 2022 (Ongoing)

- Currently working with the larger creative team to develop concepts, generate ideas, and help solve clients' advertising and branding problems
- Using Illustrator, Photoshop, and After Effects to develop visual concepts

Digital Artist and Designer

Art: @_mediate   Design: @fairtradedesign

- Built a small and engaged following by posting new designs and art pieces weekly, exploring type, album art, mixed media, and abstract designs
- Created ads and social media graphics for Miami brand @gelarehmizrahi
- Designed logos, posters, branding, and ads for DJ JEKA, Toronto collective @bookclubtoronto, and popup market @thepeoples.market
- Currently learning and experimenting at @theremixproject

Tech   *Experience*

Technical Product Owner Intern @ Lifion by ADP

New York, NY   Sept- Dec 2019

- Owned the product vision, roadmap, and strategic direction for the redesign of the metadata development platform, used company-wide
- Achieved stakeholder buy-in for a new logging visualization feature by conducting research, creating mock ups, and giving presentations
- Coordinated cross-functional efforts with designers, other product managers, and locally & internationally-based engineering teams

Platform Product Manager Intern @ Vineti

San Francisco, CA   Sept- Dec 2018

- Managed the platform team as we created the first iteration of our business process management service, based on Camunda
- Documented the front-end translation of the platform, connecting user facing iconography and navigation with our back-end validation
- Translated complex feature request documents from clients into valid and achievable technical specifications, epics, and user stories

Technical Program Manager Intern @ Salesforce.com

Bellevue, WA   Jan-Apr 2018

- Helped create project proposals and design docs, defining the underlying technologies needed to create an accessible and valuable IaaS product
- Wrote Python scripts to collect, parse, and format raw data gathered from data centers to support decisions with quantitative results
- Analysed various cloud infrastructure tools using decision matrices and gap analysis, ensuring data could be easily ingested by all stakeholders