

REPERTOIRE

Design Thinking
Sprint Facilitation
User-Centred Design
User Interviews
Rapid Prototyping
Concept Testing
Heuristic Evaluations
Usability Testing
Validated Learning
Retrospectives

TOOLS

Figma + Sketch
Mural + Miro
Dovetail
Calendly
Google Suite
Adobe Suite
Final Cut

CODE

Python
iOS + Android Dev
HTML
CSS
JavaScript

INTERESTS

Rock Climbing
Calisthenics
Entrepreneurship
Film Creation

EDUCATION

Systems Design Engineering @
University of Waterloo, 2021
Class Sports Rep

Exchange Term @
TU Delft, Netherlands
Industrial Design

CONNECT

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EXPERIENCE

Autodesk

UX Research Intern

Remote, Summer '20

Co-led a multidisciplinary product team of 9+ to design core construction 'drawing markup' features for Autodesk Build, a new cloud suite product.

Led research synthesis, ideation workshops, and concept testing rounds to deliver a tested design with full team buy-in.

In parallel, researched existing UX metrics frameworks and worked with a separate trailblazer product team to formulate an adapted Google HEART approach for tracking UX goals.

PlanGrid

UX Research Intern

San Francisco, Fall '19

Collaborated with a multidisciplinary team of 10+ to conceptualize, prototype, evaluate, and launch new collaborative software functionality for form-related construction workflows.

Led exploratory and evaluative research studies, synthesized and presented findings, and facilitated team workshops weekly to maintain alignment and utilize key stakeholders.

More than doubled both user engagement and retention on digital form workflows within 4 months of launching features.

Ontario Digital Service · Innovation Lab

Product Design Intern

Waterloo, Winter '19

Led a multidisciplinary team through 12 adapted Google Sprints to redesign 3 Ontario Government services by producing high fidelity mock-ups and defensible recommendations.

Facilitated 17 user research interviews and 26 usability testing sessions to create in-depth personas, user journey maps, and bring data to design and validation decisions.

General Motors · Innovation Lab

Innovation Specialist

Waterloo, Summer '18

Iteratively designed and usability tested General Motor's eBike "Getting Started" instructions, **improving user's setup and configuration success rate by over 90%.**

Instructed at 5 design thinking workshops across eastern US and Canadian GM facilities to spread a user-centred design mindset and create new product concepts rooted in customer empathy.

INITIATIVES

Mesh Climbing

Team Lead

Fourth Year Design Project '21

Applied a holistic design thinking approach to study outdoor rock climbers' current experience, scope a promising problem space, and iteratively design a functional community iOS product.