



Who

A third-year interdisciplinary design student who loves interfaces, products, art direction, fashion, and most importantly, function.

Skills

Producing interactive applications for various academic projects (games and user interfaces) using Processing and Java to achieve an easy to use and intuitive interface, supported by user testing

Creating unified visuals for games, presentations, and visual identities, as well as experience in quality event/interview videography and production.

Coding HTML and CSS blocks for templates/elements on client sites for a consistent browsing experience, as well as creating interfaces in other mediums (Illustrator, Processing)

Understanding design theory and idea generation techniques, as well as self-directed research skills for use in reports and presentations

Using Adobe Creative Suite for academic work, freelance design, and hobby projects consistently throughout the past 6 years

Experience

Communications Designer

at CanSleep Services, April 2014 - present

- Designed visual items for print and web including ads, posters, and brochures, resulting in unified and effective marketing materials for the company's 9 branches
- Maintained the company's WordPress site, keeping it visually consistent and ensuring information is accessible to the company's 4000 patients

Founder & Design Lead

at Reboot Tech, June 2015 - present
www.reboottech.ca

- Researched the target audience and ideated the brand based on the needs of adults aged 40+
- Developed a company website using WordPress with a focus on visibility for elderly clients and simplicity to help them find what they need
- Designed all visuals, icons, and graphics to ensure a professional image

Barista

at Starbucks, August 2015 - present

- Developed exceptional customer service skills to connect genuinely and make a lasting impression
- Quickly learned a number of new processes and multitasked effectively
- Remained composed under pressure

Academic Projects

Sakenomi April 2016

product design, UI design, Arduino

The Sakenomi is a “smart-lamp” created to augment the atmosphere of a home. It uses sensor inputs to control colour temperature and brightness, corresponding with the interpreted mood of the space. The project received a grade of 100%.

- Implemented and debugged Arduino and Processing code
- Laid out a visually appealing, intuitive interface and conducted user testing
- Built physical prototypes and iterated the form due to physical restraints

Kalmont Mountain April 2016

web design, information design, UI design

Kalmont Mountain is a responsive and adaptive website created for a fictional mountain municipality to deliver avalanche and hypothermia safety information to users via information design and intuitive interactions.

- Researched the target audience by analyzing other tourism websites
- Created interactive prototypes using Axure and conducted user testing
- Iterated the information design and visual design after reevaluating the goals of the site

Technical abilities

Coding

HTML, CSS, Arduino, Processing, Java, JavaScript, jQuery

Designing

InDesign, Lightroom, Photoshop, Premiere, Illustrator, Axure, Ableton Live, Physical Prototyping

Education

Simon Fraser University

Currently in 3rd year of BA degree with a concentration in design, founder of SFU Music Production Club

Gleneagle Secondary School

Gifted education student and an alumnus of TALONS, a leadership and academic honours program for gifted students

Interests

Hiking, camping, music production, DJing, photography, organizing, simplifying.

Note: From December 12th to January 7th, I will be out of the country and therefore only available for interviews via Skype during that period.