

Macguire Rintoul

experience designer + developer

mrintoul.com
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skills

user experience design
interface design
prototyping
user research
usability testing
web development

tools design

sketch, flinto, axure,
principle, adobe cc,
the good ol' sharpie +
sticky note

development

react, laravel, mysql,
gatsby, jekyll, sass,
gulp, java, git, html,
css, js

education

BSc, Interactive Arts + Technology

Simon Fraser University
expected graduation
December 2020

interests

music production
DJing
very long hikes
travel videos

work experience

Systems Analyst — Vancouver Coastal Health

Design and develop web apps to support process improvement, websites for staff education, VR for Cardboard and Oculus Go.
September 2017 — present

Multimedia Designer — Vancouver Coastal Health

Produced educational and promotional videos, interviews, and motion graphics. Designed posters, app interfaces, and guidebooks.
January — September 2017

Digital Designer — CanSleep Services

Designed print and web advertisements, employee training materials. Maintained the company website.
April 2014 — December 2016

projects

ROAR — Vancouver Coastal Health

Web app that streamlines and automates the process of registering newly-hired employees into their training sessions. Designed with Sketch, developed with Laravel, MySQL, and React. Saves 750 hours of administrative labour per year.
interface design, full-stack web development

Winebox — Senior Design Course

iPad app that allows wine collectors to more easily keep track of their wine collection. Designed in Sketch, prototyped in Principle.
interface design, prototyping

privileged.tech — nwHacks 2018

Web app implementation of a 'privilege walk' aimed at reconciling privilege in the technology field. Developed with React and Firebase. Won 'best .tech domain name'.
full-stack web development

involvements

Founder — SFU Code

Founded the premier development club at Simon Fraser University to bring together students interested in the development of digital products and services. Developed the club site, ran tutorials on git, built a supportive community of over 120 students in our first four months.