MELISSA DANG

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SKILLS

Tools
Adobe XD | Figma | Sketch | inVision
Photoshop | Illustrator | MS Office

Design
UX Research | Usability Testing |
Wireframing | Rapid Prototyping

Software
HTML/CSS | PHP | C/C++

ACHIEVEMENTS

Halton Learning Foundation Scholarship
2018

Lieutenant Governor's Community Volunteer Award
2018

Level 8 Piano
Royal Conservatory of Music
2016

EDUCATION

Systems Design Engineering
University of Waterloo
2018 - 2023

INTERESTS

Calligraphy

Music (R&B, Hip-hop)

Photography

EXPERIENCE

UI/UX Design Intern
CGI, Markham, ON — *Sept 2019 - Dec 2019*

- Facilitated and organized **usability tests** for 2 internal applications by creating surveys, evaluating use cases and **researching competitors**
- Improved the information architecture of an existing financial tool by performing **UI evaluations** and conducting **card sorting** activities with users
- Contributed to the company's **design system** by creating components on **Sketch** that drove consistency and efficiency for developers
- Successfully pitched a redesign for an application by performing tests, UI evaluations, and presenting the observations and data collected

Product Design Intern
Soulfx Technologies Inc., Mississauga, ON — *Jan 2019 - Apr 2019*

- Prototyped **interactive wireframes** on **Adobe XD** based on discussions with the design team and business specifications from clients
- Documented company products by recording usability of applications and tracking modifications to increase maintainability of projects
- Assisted in signing on a new client by creating **UX/UI mockups**
- Personalized client experience by rewriting the company's **70 page Security Policy Manual** to meet client security standards

PROJECTS

Engineering Design Space

- Prototyped design spaces suitable for engineering students by conducting **user research**, designing **test cases**, and mapping out **requirements and constraints**
- Created system and affinity diagrams collaboratively with the team
- Designed two physical models using tools in the machine shop (drill press, bandsaw, etc.) and created interactive wireframes for a virtual model to use for usability testing

Extreme Sport Design Challenge

- Intensively designed and improved the safety of an olympic sport using knowledge of forces, vectors and **SolidWorks**
- Constructed a working model using machine shop tools and 3D printers, and presented the sport in front of numerous students
- **Won first place** on the design as a result of **good communication** and **teamwork**

Additional projects can be found on Github under Portfolio.