melissa dang.

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skills .

design & applications

SolidWorks | Adobe CC | inVision
MS Office | Figma

software

HTML/CSS | PHP | C/C++ | XCODE

hardware & machinery

Soldering | Mill | Lathe | Drill Press

education .

Systems Design Engineering

University of Waterloo
2018 - 2023

achievements .

President's Scholarship

University of Waterloo
2018

Halton Learning Foundation Scholarship

2018

Lieutenant Governor's Community Volunteer Award

2018

interests .

Calligraphy

Music (R&B, Jazz)

Photography

summary of qualifications .

Creative and detail oriented team member with demonstrated ability to adapt and learn quickly through past experiences and projects.

experience .

UX 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 functional specifications of clients' projects on MS Word to record usability of websites and modifications
- Assisted in signing on a new client by creating UX/UI documents showcasing a demo version of the client's potential website, and modifying the company's 70 page Security Policy Manual to meet client security standards

Senior Editor

Yearbook Crew, M.M. Robinson High School — Sept 2016-June 2018

- Designed and organized the layout of photographs and text in a timely manner as Senior Editor of the six-member yearbook team
- Photographed and documented school events collaboratively with fellow yearbook members
- Guided new staff and team members by demonstrating the basics of the yearbook website and Photoshop

projects .

SYDE Design Space

- Worked in a team of six to prototype design spaces suitable for Systems Design Engineering (SYDE) students by taking into account the constraints and requirements, user feedback, and results from user testing
- Created system and affinity diagrams collaboratively as a team to plan out the system and subsystems of the design spaces
- Prototyped two physical models using tools in the machine shop (drill press, bandsaw, etc.) and created interactive wireframes for a virtual model to use for user testing

Extreme Sport Design Challenge

- Collaborated in a team of four to intensively design and improve the safety of an olympic sport using knowledge of forces, vectors and SolidWorks
- Prototyped 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.