# MELISSA DANG


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## SKILLS

**Design**
Adobe CS | inVision | Solidworks
Figma | Sketch

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

**Tools**
MS Office | JIRA | Toggl

## 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

**Level 8 Piano**
*Royal Conservatory of Music*
2016

## INTERESTS

Calligraphy

Music (R&B, Jazz)

Photography

## SUMMARY OF QUALIFICATIONS

Creative and detail oriented team member with demonstrated ability of great collaboration and leadership 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
- Wrote **technical documents** for company projects on MS Word to record usability of websites and keep track of modifications
- Assisted in signing on a new client by creating **UX/UI documents**
- Modified the company's **70 page Security Policy Manual** to meet client security standards

### Yearbook Crew: Senior Editor
*M.M. Robinson High School*, Burlington, ON — *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

### Engineering Design Space

- Worked in a team of six to prototype design spaces suitable for Systems Design Engineering students by conducting **user research**, designing **test cases**, and mapping out **requirements and constraints**
- Created system and affinity diagrams collaboratively with the team
- 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.