

Carrie Mah

UX Designer | Design Researcher | Front-end Developer

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Creating delightful digital solutions to improve how people accomplish day-to-day tasks. Focuses on making people's lives easier by researching and better understanding them, designing well-thought-out interfaces, testing ideas, and developing solutions.

Education

Bachelor of Science with Internship in Computer Science

UNIVERSITY OF CALGARY

Calgary, Canada

September 2011 - December 2017

- Concentration in Human Computer Interactions and minor in Visual Studies, GPA 3.37/4.0

Skills

Skills	Interface, interaction & visual design, sketching, wireframing, rapid prototyping, website design, user research, unmoderated & moderated usability testing, competitive analysis
Tools	Adobe Illustrator, Adobe Photoshop, Axure, Moqups, Git, LaTeX, Visual Studio, MAMP
Web Technologies	HTML5, CSS3, Sass, JavaScript, Angular.js, PHP, Wordpress

Relevant Experience

Digital UX Designer - Co-op Student

H&R BLOCK CANADA

Calgary, Canada

May 2016 - Present

- Gather requirements and collaborate with teams to design tax forms and user flows using Moqups and Axure.
- Develop and moderate usability studies to test proposed designs and existing software components, analyze participants using the think aloud method, and compile reports with recommendations.
- Implement front-end software changes using HTML, CSS, and Angular.js, provide code reviews, and perform quality assurance.
- Analyze feedback surveys to inform the Support team, present information on Tableau, and provide usability improvements.
- Created guides to maintain code consistency and improve on-boarding for the UX team using Confluence and Axure.
- Collaborate with design team to improve designs, provide feedback, and discuss business and user needs.

Undergraduate Research Assistant

INNOVATIONS IN VISUALIZATION LABORATORY, INTERACTIONS LAB

Calgary, Canada

August 2014 - April 2016

- Presented a workshop paper and developed a prototype using Java about how products can be represented as fingerprints, presented at the VIS Personal Visualization: Exploring Data in Everyday Life workshop.
- Analyzed qualitative data using open coding practices and contributed to a paper on how non-scientific disciplines can utilize large images and data on a high resolution large display, presented at the 2015 ITS conference.

Developer Intern

CRITICAL MASS

Calgary, Canada

May 2015 - August 2015

- Collaborated in an interdisciplinary team to create a strategic plan, creative design, social campaign, technical document, and a prototype in HTML5, Less, and Javascript for a mobile application where users rate accessible businesses.
- Developed design layouts into responsive prototypes using Middleman, HTML, and Sass.
- Designed and developed mobile capabilities, a blog, and event calendar in an existing Wordpress site using HTML, CSS, and Javascript; this included a detailed end user document discussing how to use the site.

Related Projects

Designer & Developer

UNDERSTANDING THE COMPUTER SCIENCE DEGREE

University of Calgary

February 2016-April 2016

- Designed and developed a visualization to help students and staff members better understand the degree at the University of Calgary using Javascript (D3.js), HTML5, and CSS3.
- Created a data set provided by the university, analyzed it using Tableau and NodeXL, and presented trends about the data set.

Designer & Developer

THE RECIPE HELPER

Calgary, Canada

November 2015

- Designed a prototype to optimize the recipe flow for novice chefs by providing a hands-free interaction with a mobile device and easy-to-follow recipe format using HTML5, CSS3, Javascript, Leap Motion Javascript API, and reveal.js.
- Awarded Most Useful at a Javascript competition and showcased in a Maker Faire at a student technology conference.

User Experience and Interface Designer

EDU APP CHALLENGE ZERO TO HERO

Calgary, Canada

November 2015

- Collaborated with a small team to create an interaction flow using pen and paper, created graphic design assets using Adobe Illustrator, and designed the prototype using PencilCase.
- Awarded Third place and People's Choice in a challenge to help students, by creating a prototype for a gamified mobile application that helps teens critically think about the content they place on social media.

Volunteer Experience

Project Manager

SUPPORTWORKS

Calgary, Canada

August 2016 - February 2017

- Coordinated with students and SupportWorks leaders to update content, develop brand style, and create a new Wordpress site.
- Advised and assisted developers on best practices, processes, and tools for web development and Wordpress.

Digital Projects Team Lead & Events Coordinator

WOMEN IN SCIENCE AND ENGINEERING

University of Calgary

April 2015 - Present

- Planning events including a ProtoChallenge where students pitch, research, and prototype ideas.
- Planning academic, industry, and social events including logistics, sponsorship, and advertising.
- Designed professional resources such as sponsorship packages and updated a website to follow a new brand style.

Lead Instructor

LADIES LEARNING CODE

Calgary, Canada

May 2013 - Present

- Assist workshop attendees with their technical educational pursuits.
- Created slide decks for Girls Learning Code workshops in Scratch, HTML, CSS, branding, and design.
- Modified slide decks for a Ladies Learning Code workshop geared for artists to create a one page website in HTML and CSS.

Conferences

Speaker

GEEKY SUMMIT

Calgary, Canada

November 2016

- Spoke alongside Chic Geek's Founder and Honourable Stephanie McLean about personal experiences as a women in technology and the importance of grants that help improve the lives of women and girls.

Presenter

CANADIAN CELEBRATION OF WOMEN IN COMPUTING

Ottawa, Canada

January 2016

- Led a workshop for over 100 participants about Google's Design Sprint methodology and mobile design patterns to evangelize design thinking and best mobile design practices.

Presenter

IEEE VISUAL ANALYTICS SCIENCE & TECHNOLOGY, INFO VIS & SCIENTIFIC VIS

Chicago, USA

October 2015

- Presented a paper about representing products visually as a fingerprint to highlight their differences, which was accepted into the 2015 VIS Personal Visualization: Exploring Data in Everyday Life workshop.

Awards

2016 Faculty of Science Dean's List (GPA 3.88/4.0)

2015 Computer Science Undergraduate Society Award