

Education

Diploma in Digital Design

Jan 2013 - Dec 2013

Vancouver Film School

Specialization in Interactive Design

B. Sc. Major in Computer Science

Sept 2008 - May 2012

University of British Columbia

Minor in French

Skills

Illustrator, Photoshop, InDesign,
HTML5, CSS, Javascript,
After Effects, Cinema4D,
Omnigraffle, Visio, Invision

Languages

English, French, Korean

Experience

Momentum Software - UX/UI Designer

Mobile & Web App Agency

June 2014 - Present

- Gathering client needs and requirements for mobile and web design development services via meetings and email correspondence
- UX/UI design for both mobile and web apps; creating wireframes, mockups, assets
- Design and front-end development of product websites and web apps

iQmetrix - Interaction Designer

Interactive Retail Display

Feb 2014 - May 2014

- Outline use cases and demonstrate user flows through wireframes
- Create high fidelity prototypes to test user interactions (a/b testing)
- Annotate mocks for facilitated implementation and create alternative solutions

Samsung Retail Store - Sales Representative

Jun 2012 - Feb 2013

Forget-Me-Not Floral Design - Customer Service and Sales

Feb 2010 - May 2012

Extras

"Pokemenu" for Vancouver Startup Weekend 2014

UX/UI Designer on the team; performing UX research and creating UI for the mobile app

"Monster Stampede" for iamagamer Game Jam 2013

Interface artist at a 48hr game jam; worked with experienced game developers

"Love by Color" for White Day Hackathon 2012

Strategist and designer at a 24hr hackathon hosted by A Thinking Ape

"Kairos" for Global Game Jam 2012

Participant at a 48hr game jam; earned experience in Java, GitHub and Photoshop