# Marcus Hum

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## WORK EXPERIENCE

### Sonova Innovation Lab

UI/UX Designer | Sept '19 - Dec '19

- Created wireframe prototypes for mobile and wearable apps in Sketch and Invision for demos in usability testing sessions.
- Wrote and tested dialogue flows for a hearing test designed to be administered completely via a voice assistant.

### Ontario Digital Service

UX Researcher + Developer | Jan '19 - April '19

- Planned and carried out user testing to iteratively design a new online healthcard application process across 3 iterations.
- Applied accessible design principles to responsive mobile web applications in accordance with WCAG guidlines.

### Ontario Institute for Cancer Research

Visual Designer + Themer | Apr '18 - Aug '18

- Collaborated with a small, agile, multi-disciplinary team to produce web solutions for over 8 projects at once using Jira and confluence.
- Designed and built over 40 responsive, WCAG-accessible web pages using HTML/CSS/Bootstrap and Git.

## PROJECTS

### Spaghetti Yeti Game Development Team

Game Designer + Character Artist | Jan '18 - present

- Designed the core gameplay loop and main player character interactions across 5 different local multiplayer games.
- Created concept art and final character sprites in Photoshop.
- Won the "Most Fun" award 4 times at the GI Game Jam

### Blind-Accessible Callisto-361 Synthesizer

June '19 - Aug '19

- Built and tested a medium fidelity prototype synthesizer interface for visually impaired musicians.
- Conducted user interviews with users with visual and motor disabilities to iteratively improve upon interface design.

### Responsive Web Portfolio

Dec '19 - present

- Programmed a mobile-accessible portfolio website using HTML/CSS from scratch.

## EDUCATION

### University of Waterloo

Sept '16 - April '21 (expected)

BASc. Systems Design Engineering

## SKILLS

### Design

Responsive web design

Mobile application UI

VUI dialogue flows

Design for accessibility

Wireframe + mock ups

Graphic Design

Wearable device UI

### Research

Rapid prototyping

Storyboarding

Mind Mapping

User interviews

Personas

Heuristic evaluation

Workflow modeling

### Coding

HTML & CSS

React

Git

### Software

Sketch

Adobe creative suite

Invision

### Languages

French

English

## INTERESTS

Game Design

Animal Documentaries

Tabletop games

Traditional art

Cooking