MARCUS HUM

A 3A Systems Design student with a passion for user-centered design

DESIGN TOOLS

ILLUSTRATOR
PHOTOSHOP
FIGMA
BALSAMIQ
INVISION
SOLIDWORKS

CODING

HTML5
SCSS/CSS
REACT
PYTHON
GIT

CONTACT

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SKILLS

Expertise in **generating online user experiences** developed through the production of responsive multiple web pages and applications

Well-versed in applying **accessible user design principles** in both physical and web-based solutions through creation of accessible web pages and **musical instruments for the disabled**

Experienced with rapidly prototyping solutions in design sprints using **Figma** and **inVision** to iterate on design solutions

Produced branding and graphic-design assets for games, apparel, and web pages utilizing **Adobe Illustrator** and **Photoshop**

Developed and applied **leadership**, **inter-personal**, and **communication skills** as a hospital support-unit member

Artistic ability and **attention to detail** trained through ink pen, graphite, watercolour, and papercraft art portfolio

EXPERIENCE

UX Researcher and Developer // Ontario Digital Service
(01/2019 - 04/2019)

Planned and carried out **primary user testing** in order to iteratively design solutions for services offered by the Ontario government

Generated **accessible** and **responsive mobile web applications** following WCAG guidelines using **HTML/SCSS** and **React**

Produced **linked wireframes** using **Figma** and **Balsamiq** to create low/medium fidelity prototypes for usability testing sessions

Front-End Web Developer // Ontario Institute for Cancer Research
(05/2018 - 08/2018)

Collaborated with an **agile software team** to produce web solutions for multiple projects at once using **Jira and Confluence**

Designed and built over 40 jekyll-based responsive web pages and 3 user interfaces using **HTML/SCSS/Bootstrap and Git** across 8 projects

Quote Designer // North American Stamping Group
(01/2017 - 12/2017)

Streamlined internal excel quoting process by **consulting with quoters** to create a more **intuitive UI,** minimizing the amount of user error

Spearheaded **negotiations and software implementation** of an external quoting softare, leading to a better user experience for new members

PROJECTS

Games Institute Global Game Jammer
(01/2018 - 01/2019)

Designed **concept art** and **user experience** using **Illustator/Photoshop** for 4 local multiplayer games in unity from scratch for the GI Jam at UW

Responsive Web Portfolio
(2016 - present)

Gained experience creating and maintaing a **mobile-accessible website** using **HTML/CSS** and **Bootstrap** through personal portfolio site