

# Marcus Hum

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## WORK EXPERIENCE

### Ceridian - Product Designer

May 2020 - September 2020

- Lead designer on new innovation projects as well as various redesign initiatives for Ceridian's flagship mobile app
- Worked closely with lead developers and product managers in an Agile software team to create designs that were both usable and feasible

### Sonova Innovation Lab - UI/UX Designer

Sept 2019 - Dec 2019

- Created wireframe prototypes for mobile and wearable apps using Sketch and Invision for agile innovation projects
- Wrote and tested dialogue flows for a hearing test designed to be administered completely via a voice assistant

### Ontario Digital Service - User Researcher & Developer

Jan 2019 - April 2019

- Generated user journey maps in Figma and carried out user testing to iteratively design a new online healthcard application
- Applied accessible design principles to responsive mobile applications in accordance with WCAG guidelines

### Ontario Institute for Cancer Research - Visual Designer & Themr

Apr 2018 - Aug 2018

- Collaborated with an agile, multi-disciplinary team to produce responsive web designs for over 15 projects at once using JIRA
- Applied accessible design principles to responsive mobile applications in accordance with WCAG guidelines

## PROJECTS

### "Spaghetti Yeti" Game Design - UI/UX Designer and Artist

Jan 2018 - Present

- Designed core gameplay loops and player-character interactions across 6 different local and online multiplayer games
- Applied interface design principles to create player UI designs that provide detailed information "at a glance"
- Created character art and background assets in Photoshop

### Blind Accessible Synthesizer - Designer

June 2019 - July 2019

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

## EDUCATION

### University of Waterloo

2016 - 2021 (Expected)

BASc. Systems Design Engineering

## SKILLSET

### Design

Responsive Web  
Mobile App Design  
Graphic Design  
Wearable UI/UX  
VUI Dialogue  
Accessibility

### User Research

Usability Testing  
User Interviews  
User Journey Maps  
Storyboarding  
Persona Creation

### Coding

HTML5  
CSS/SASS  
Bootstrap  
Javascript  
Git

### Tools

Sketch  
Illustrator  
Invision  
Figma  
Photoshop

### Languages

English  
French

## INTERESTS

Visual Arts  
Animal Documentaries  
Game Design  
Tabletop Games  
Cooking