

Marcus Hum

www.mlhum.github.io
(613) 866 - 5481
marcus.hum11@gmail.com

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 - 2020 (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