

TECHNICAL SKILLS

Photoshop, Illustrator, InDesign
Figma, InVision
HTML/CSS, Javascript/jQuery
Google Analytics/Data Studio
C++, Python, Arduino
SolidWorks

EDUCATION

University of Waterloo, Systems Design
Engineering Class of 2020

Relevant Courses

Graphics Lab; Human Factors in Design;
Design, Systems & Society; Digital
Systems; Digital Computation; Data
Structures & Algorithms; Essentials of
Entrepreneurial Behaviour

Relevant Projects

BloomBox (Photosensor Piano)
No Smoke Stove

AWARDS AND ACHIEVEMENTS

- Awarded Dean's Honour List, 2015-2016
- Ranked 2nd in class, Oct. 2016
- Certificate of Distinction, CEMC Canadian Senior Math Competition, Nov. 2014
- First Place, Sudin Jakarta Utara National Research Competition, Social Science category, Apr. 2014
- Top Ten Unika Atma Jaya Social Science Research Competition, Mar. 2014

INTERESTS

Design, Tennis, Running, Culinary Arts, Podcast

SUMMARY

- Knowledgeable in business and design thinking with user-centered approach
- Experienced in physical and digital prototyping
- Experienced with visual and physical design projects, involving direct client and user interactions
- Excellent in analytical skills such as quantitative and qualitative analysis, gained through research assistantships and participation in research competitions

EXPERIENCE

Creative Director | Nine Harvest, Mississauga, July 2016 – Present

- Collaborated with the founders to build the Nine Harvest brand identity as a socially responsible and sustainable cassava flour brand
- Managed the Nine Harvest brand identity in e-commerce and social media platforms by creating coherent print and digital designs

Web Developer | AGF Investments Inc., Toronto, Sept. 2016 – Dec. 2016

- Designed and developed an interactive and engaging investor survey result page using HTML, CSS, and JavaScript, increasing average user time on page by 3x
- Created and analyzed web reports using Google Analytics and Google Data Studio, to be used for marketing decision making by upper management

Freelance Graphic Designer | Various Clients, Sept. 2012 – Present

- Offered design consulting to address clients' objectives and their audience's needs, wants, and constraints
- Successfully completed 7 different design projects in logo, invitation, and poster

Research Assistant | Usability & Interactive Tech. Lab., Waterloo, Jan. 2017 - Present

- Gathered information on the measuring tool for cybersickness due to the exposure to a VR/AR
- Developed the implementation of HoloLens in the data structure and algorithms course

PROJECTS

UWaterloo Library Mobile Application Prototype, Nov. 2016 - Jan. 2016

- Researched on the behaviour of potential user population and using it as a reference in choosing specific mobile app features
- Created user flows, wireframes, and interactive digital prototype using Figma and InVision and used UWaterloo media style guide to incorporate UWaterloo brand and identity

Instagram Web Application Redesign, May 2016 - June 2016

- Implemented design sprints (heuristic evaluation, display/control compliance) to identify problems and recommendations in safety, performance, and preference, resulting in a more secure and intuitive web application
- Prototyped interfaces using Photoshop to showcase the advantages of the redesign