NK Nicholas Ko
UI/UX Designer

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Work Experience

Klue
UI Designer | October 2021 - May 2023

Collaborated as a UI Designer to build the Klue app and internal design system with devs, PMs, and other designers.

- **Conceptualized**, **iterated**, and **prototyped** new features, UI updates, and bug fixes for the Klue app
- Streamlined the designer/developer pairing and **PR review** processes by producing **detailed design specifications**
- **Audited** and **normalized** Klue app elements to **create reusable components** and **reduce design system complexity**
- Worked closely with project managers to effectively **plan and prioritize releases** for **project roadmaps**

Samsung Electronics Canada Inc.
UX Research Co-op | April 2019 - December 2019

Interned as a Junior UX Researcher for Samsung Knox and various other B2B and IoT products and services.

- Participated in several **user tests** and **user interviews** both as a facilitator and notetaker to find identify insights
- Summarized and **presented findings** to stakeholders to validate or challenge design assumptions
- Used **Google Analytics** and **Data Studio** to analyze data and visually communicate user trends and UI effectiveness
- Created supplementary materials to support UX designers and other stakeholders to improve **UX strategy**

Precision NanoSystems
Graphic Design Co-op | January 2018 - September 2018

Worked as a Graphic Design Intern to create deliverables for the global marketing team, as well as other departments.

- Designed graphics, print media, and website assets using design software like **Adobe Photoshop** and **InDesign**
- Updated and **reinforced branding** to establish a consistent visual design across company media and assets
- Did photography work and video edited with **Adobe Premiere Pro** and **After Effects** to support marketing projects

LEGO Storybricks (Digital communication app)
Academic UI/UX Design Project | Spring 2019

A tablet application that uses remote play to connect parents and children separated by distance.

- Did **usability testing** and designed surveys to understand the needs and workflows of our target audiences
- Rapidly created low fidelity **sketch prototypes** and **mockups** to test designs, interface layouts, and interactions
- Produced high fidelity wireframes specifying interfaces and animated interactions using **Figma** and **Adobe Xd**

Education

Simon Fraser University
September 2015 - June 2021

School of **Interactive Arts and Technology** (SIAT)
Bachelor of Science (BSc), Design Concentration.

Interests

- Plastic Modeling
- Digital and Vector Art
- Nonsensical hypothetical questions (Ignoring all ethics, could a fish be forced to adapt to live in pure Kool-Aid?)

Proficiencies

TECHNICAL SKILLS	DESIGN & RESEARCH SKILLS
Adobe Creative Cloud	Design Systems
Figma	Problem Framing
Sketch	Persona Creation
Axure	User Journey Mapping
HTML, CSS & JavaScript	Wireframing
Java & Git	Prototyping
Tableau	Copywriting
Google Analytics	User Research Methods
Google Data Studio	Usability Testing
Autodesk Maya	Heuristic Evaluation