

## 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.

- ↳ **Lead the design development** of interfaces and interactions for major Klue app feature releases and updates
- ↳ 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 product managers to effectively **plan and prioritize releases** for **product 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.

- ↳ Facilitated **user tests** and **user interviews** to identify insights in order to inform major product decisions
- ↳ Summarized and **presented findings** to key stakeholders to validate or challenge design assumptions
- ↳ **Analyzed data** and visually **communicated user trends** and **UI effectiveness** with Google Analytics and Data Studio
- ↳ **Improved UX strategy** by creating supplementary documents to support UX designers and other stakeholders

### 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 **collateral**, **product packages**, and **website assets** with Adobe Photoshop, Illustrator, and InDesign
- ↳ Updated and **reinforced branding** to establish a consistent visual design across company media and assets
- ↳ Supported marketing projects with **photography** and **videography** using Adobe Premiere Pro and After Effects

### 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.

- ↳ Conducted **usability tests** and user 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 **interaction designs** 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

Adobe Creative Suite  
Figma  
Sketch  
InVision  
Miro  
HTML, CSS & JavaScript  
Java & Git  
Tableau  
Google Analytics  
Google Data Studio

### DESIGN & RESEARCH SKILLS

Design Systems  
Problem Framing  
Persona Creation  
User Journey Mapping  
Wireframing  
Prototyping  
Copywriting  
User Research Methods  
Usability Testing  
Design Documentation