Rachel Janhunen

PRODUCT DESIGNER

CONTACT

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SKILLS

Visual Design

Interaction Design

Mobile Design

Information Architecture

Wireframing

Prototyping

User Research

User Journey Maps

Usability Testing

TOOLS

Figma

Adobe Sketch

Mural

Miro

Procreate

Adobe Photoshop

UserTesting

TreeJack

PROGRAMMING

HTML/CSS

Python

C#

EDUCATION

BIOMEDICAL ENGINEERING, BASc
University of Waterloo | 2017 - 2022
Computing Option, Human-Computer Interaction

EXPERIENCE

UX/UI DESIGNER
Borealis Wind | May 2021 - Aug 2021
- Created a user interface, along with supporting backend functionality, to allow for commissioning of the ice protection system when installing within wind turbines
- Scoped the functional needs and developed a weighted decision matrix to allow for prioritization of the design requirements
- Performed usability testing to assess the usability goals of the user interface, resulting in all benchmarks being met

UI & CONTROLS DESIGNER
Borealis Wind | May 2020 - Aug 2020, Sept 2019 - Dec 2019
- Redesigned the user interface of an HMI based on user feedback
- Implemented tree testing to test the usability of the information architecture, proving with 90% confidence that the redesigned interface was easier and quicker to use
- Project managed all scope elements of the business for 1 month while the team was away for site installations

APPLICATION SUPPORT ANALYST
Sun Life Financial | May 2018 - Aug 2018
- Refined the user interface in Visual Basic for a division-wide tool to allow for compatibility with a code repository migration

PROJECTS

RESTAURANT MENU APP
- Developed design goals and usability requirements through a user survey and personas of varying demographics
- Completed early design techniques like a task analysis, low fidelity wireframes, and a mood board
- Refined the wireframes for performance testing, resulting in all usability requirements being met

SLEEP TRACKER
- Created personas within the problem space of disrupted sleep in those with dementia, using secondary research, interviews, and the fly-on-the-wall technique
- Developed usability and user experience goals to assist in usability testing of the final product
- Designed a user interface prototype within Figma, and evaluated the information architecture with a Treejack tree test