

# RAQUEL RAVIVO

rravivo@uwaterloo.ca  
raquelravivo.com

## tools

HTML/CSS  
Illustrator  
Photoshop  
InDesign  
Sketch  
Invision  
Javascript  
C++  
Git

## what i do best

Interaction Design  
Product Design  
Wireframes  
Prototyping  
Graphic & Logo Design  
Web Development  
Personas

## education

Systems Design Engineering  
University of Waterloo | 2021

## interests

Bullet Journaling  
Stationary  
Running  
Yoga  
Netflix  
Avocados

## projects

### We Are One (WAO) | Starterhacks - MLH

Winter'17

- Developed a search engine for abuse victims, as part of a 24 hour hackathon
- Designed logo and mobile app using Illustrator and Sketch
- Awarded the MLH 'Best Hack', and commended by judges and event organizers for concept and execution

### Personal Website | raquelravivo.com

Winter'17

- Built a fully responsive website using HTML5, CSS3 and Javascript
- Illustrated website graphics and designed interface using Sketch and Illustrator
- Optimized graphics and images, utilized a CDN and deferred parsing JavaScript to improve performance speed

## experience

### Brand Manager/Graphic Designer | TEDxUW Spring'17

- Created a memorable brand that resonated with audiences through the delivery of a consistent theme amongst all marketing materials
- Designed website interface as well as promotional graphics and swag
- Created a TEDxUW brand package

### Web Developer | Superflash Laser Clinic

Spring'17

- Designed thermal models of I/O connectors in SOLIDWORKS
- Updated existing parts, assemblies, and drawings to fit the changing company standards
- Filed engineering change notices to record design changes during the prototyping and lifestyle stages of products

### Design Engineering Assistant | Amphenol Canada Corp

Winter'17

- Discussed options with client to ensure that website met both client and customer needs
- Contributed ideas for rebranding the company, and ensured that the brand was consistent throughout the website
- Integrated designs to create a clean, minimalistic interface and intuitive interactions and experiences