Ray Nathan Low

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Skills

Photoshop	Information Design
Illustrator	Copywriting
InDesign	HTML5 + CSS
Wireframing	JavaScript

Profile

I am a UX designer who enjoys the process of iteratively researching, prototyping, and testing my work.

This is so that it will fulfill my primary goal of easing the process of anything so that more time can be spent doing what one enjoys.

Interests

Basketball

The multiple ways to beat your opponent and the routineness when practicing shooting is what interests me the most.

Music

What draws me to music is how it change my mood with its beat or the unique combinations of words that artists create.

Education

Simon Fraser University (SFU)

BSc School of Interactive Arts and Technology (SIAT)

September 2014 – April 2019

Experience

Creativity Support Tool Prototype
January - April 2019

• In a team of three, designed a creativity support tool prototype for the collaborative ideation of branding packages.
• Researched branding domain problems to guide the design of the tool and write and diagram its various use cases.
• Designed a streamlined process for designers to design products, create branding packages, and easily compare packages to order.
• Designed a tool with features that can be useful for brand designers but also shopping websites so customers can better personalize products to buy.

Draw.io, Sketch, Flinto

Data Visualization
January - April 2019

• With one teammate, designed a set of linked and interactive data visualizations to help city planners with bicycle sharing service problems.
• Explored various data sets, formulated questions, and created visualizations using JavaScript and Vega.
• Created brushable scatter plots and bar chart, map and table which are all connected to visualizes New York City's Citi Bike and weather data.
• Feasibility pilot resulted with feedback saying that it would be useful for Citi Bike planners.

JavaScript, Vega

Project Management Web App
September - December 2017

• In a team of four, conducted research for several weeks to design and develop a prototype for a project management web application for local software company.

• Helped create and manage two sessions of activities where employees participated in to provide more information and reveal design opportunities.

• Consolidated and wrote the team's findings after every visit for research.

• Developed prototype using HTML, CSS, JavaScript, and Grav, a flat-file content management system, with one other teammate.

HTML5, CSS, JavaScript, Grav

Work Experience

Bakery Service Assistant at T&T Supermarket
May 2017 - December 2018

• In a small team of up to 4, we provide service to customers by packaging customers' cakes and adding small decorations upon request. Also, taking their cake orders for pick up on a future day.

• Ensure adequate supply of baked goods are available for purchase by replenishing stock as needed.

• Organize and pack fresh baked goods minutes after they are cool enough.

• Independently slice, pack, and put out hundreds of loaves of bread in five hours.