

Rishi Goel

Candidate for Bachelor of Applied
Science, Systems Design Engineering,
University of Waterloo (Class of 2019)



905.220.1681



goelrishi12@gmail.com



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Qualifications

Mobile: Swift, Ionic, Obj-C

Prototyping: Sketch,
Firebase, Invision,
Photoshop

Design Principles: Lean
UX, Iterative Design, Agile
Development

Experience

Solutions Prototype Developer, Manulife RED Lab (Sept. '15 - Dec. '15)

- Designed and developed 8 customer-oriented, high fidelity prototypes using Swift, Sketch, Ionic, Invision, Firebase, and Photoshop
- Conducted user interviews and created personas in order to fully understand the problem space
- Wireframed low fidelity and high fidelity screens by handrawing or using Sketch and Photoshop
- Performed usability testing and A/B testing, which allowed us to evaluate multiple design concepts
- Consulted with stakeholders from head office in the interest of determining business objectives

Developer, Protecode Inc. (Jan. '15 - Apr. '15)

- Developed a popular-projects program using C#, ASP.NET, and SQL which elevated the number of relevant projects in the database by 20%
- Rewrote the entire QA platform using Java and MySQL by removing redundancies in the code base, thus increasing our QA efficiency by 300%
- Built a database search-and-count program for our sales team using Java and PostgreSQL, which allowed them to respond to customer enquiries much more promptly

Athletic Representative, Systems Design Class of 2019

- Elected by peers for strong organizational skills and love of sports

Projects

2Pay (present): A Swift iOS app that helps make mobile retail shopping a more pleasant experience

Problem statement: How can we simplify the mobile shopping experience?

- Interviewed customers and invented a persona in order to understand the pain points
- Created low fidelity and high fidelity wireframes and mockups
- Developed an iOS prototype using open source libraries and performed usability testing

Vote the 6ix (Jan. '16): A Google Chrome extension that speeds up the NBA All-Star voting process for Twitter users

Problem statement: How might we automate voting Kyle Lowry and Demar Derozan into the All-Star game?

- Created a persona in order to better understand the the target users
- Iterated through multiple design concepts in order to create the solution
- Developed a Chrome Extension using HTML/CSS/JS and published it into the Chrome store

OCeaR (Nov. '15): A Swift iOS app that creates a more enjoyable experience for the visually impaired while reading signs

Problem statement: How might someone who is visually impaired use technology to read signs

- Developed a mobile prototype in iOS