



Rachel Joy Copreros

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Experience

Solace

Junior UX Designer
Jan - Apr 2024

Led UX research, competitive analysis, and design for PubSub+ Cloud, focusing on real-time data integration. Improved access request flows and connector discovery, resulting in a **20%** increase in platform efficiency.

DOZR

Product Design Intern
May - Aug 2023

Spearheaded **5+** design initiatives for North America's largest rental marketplace, serving **3K** daily users. Designed mobile-first e-commerce solutions and improved user flows, using data-driven insights and cross-functional collaboration to enhance platform functionality.

Questrade

Web Developer Intern
Sep - Dec 2022

Implemented **WCAG/AODA** web optimizations for QuestMortgage, improving the experience for **6K** daily users. Collaborated with designers on competitive analysis and user research to support new mortgage feature wireframes.

Searchspring

Software Developer Intern
Jan - Apr 2022

Led the **UI/UX redesign** of an Asana API-based Kanban app with **TypeScript** and **HTML/CSS** to improve user experience, increasing the number of users by **400%**.

Projects

Projectify

WIE Hackathon, 2nd place
Nov 2022 - Jan 2023

Scoped, designed, and prototyped a mobile solution to aid girls to break into STEM by building their portfolio, in a **team of 4**.

Wireframed iterations of features based on feedback. Led the creation of user flows and information architecture. Developed the app using **React Native**, **JavaScript**, and **AWS Amplify**.

Thrive

UXL Hackathon, Most Innovative Solution Nominee
March 2022

Led the design for a mobile solution to help students discover ways to practice self-care. Led user research and prioritized pain points using an **Affinity Map**. Collaborated with a partner to iteratively design features, creating a final prototype.

Portfolio

Personal Project
Oct 2022 & August 2023

Designed and developed my portfolio, in **React** and **Tailwind CSS**. Conducted analysis of other portfolios to support design decisions of wireframes in **Figma**, wireframing several iterations.

Skills

Design

Wireframing, Prototyping, Visual Design, Interaction Design, User Research, User Interviews, Product Thinking, Information Architecture, Usability Testing

Technology

TypeScript, JavaScript, React, Vue, React Native, HTML/CSS, Python, C++

Education

University of Waterloo

Systems Design Engineering (BASc), 2021 - 2026

Dean's Honours List, **3.9 GPA**

Coursework in Customer Experience Design, Data Structures & Algorithms, and Human Factors in Design.