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profile

I am a fourth year design student currently attending Simon Fraser University's School of Interactive Arts and Technology while simultaneously completling my minor in Business. Passionate about interface and user experience, I aspire to broaden my skill set in order to create, inspire, and achieve my goals as a designer. I enjoy exploring new ways to memorably communicate through more than words. All of my projects and freelance work are linked on my portfolio.

skills

● year of experience

design
- ●●●● Illustrator
- ●●●● InDesign
- ●● Axure RP

media
- ●●●● Photoshop
- ●●●● After Effects
- ●● Premiere Pro
- ●● Final Cut Pro
- ●● Cinema 4D

interactive systems
- ●● Java
- ●● HTML & CSS
- ● Unity 3D

work experience

Coop

BlackBerry
May 2017 - Present

Currently working at BlackBerry as an Interaction Design student. Here I work alongside my design team, as well as developers and project managers. I have worked on app design, layout, as well as touching on user testing and conducting competitive analysis'.

Skills Gained
Learned how to work with a larger team and interact with developers and project managers. As well as working collaborativly with an experienced design team.

Role
I was responsible to head both visual and interaction based projects. As well as assisting side projects while collaborating on design ideas.

Programs Used
Worked mainly within Adobe Illustrator + Photoshop.

Coop

Applied Biological Materials
May 2016 - August 2016

Worked at a summer coop at Applied Biological Materials, a biotech company. Here, I designed electronic flyers, created website re-designs, 3D modeled cell structures, as well as filming, animating and editing educational YouTube videos.

Skills Gained
Learned how to work and create quality designs within time constraints. As well as working in a group of designers to collaborate on ideas.

Role
Responsible to design weekly flyers, as well as taking the responsibility to create a new YouTube series. Also responsible to pitch new website redesigns to CEO's.

Programs Used
Worked mainly with Adobe Suite: Illustrator, InDesign, After Effects, Premiere Pro, Photoshop. As well as Cinema 4D for 3D modeling.

UX + UI Design

Discovered: Mobile Application

January 2017 - April 2017

Created a mobile application prototype that was aimed towards helping integrate new immigrants to their communities. The app showed stores, events, and immigration services close to the user. Its prime intention is to allow the user to feel connected to their community by engaging in events, as well as lerarning about the community around them.

Skills Gained

Working in a span of three days constricted the level of creative risks our group could take, but in the process, it did teach me proper time management skills.

Role

My role was to create the sketch model of the final forms. As well as creating the final presentation and aiding in 3D modelling rendered views.

Programs Used

Worked with Illustrator, Photoshop as well as 3D modelling in Cinema 4D

Web Coding and Design

Vancouver Retrofitting Website

October 2015 - November 2015

Worked with a partner in an HTML course in order to code and design a website that displayed information of retrofitting homes in Vancouver. We also looked through an analyzed raw data and converted it into useable information in order to complete the project.

Skills Gained

Within the course, I taught myself how to efficiently code in HTML, CSS as well as some JavaScript. As well as creating wireframes and using them to aid the design process.

Role

Responsible for analyzing data, and reflect that within the website. Coded and designed the specific product pages for the retrofitted homes.

Programs Used

Used Sublime Text 2 to code in HTML, CSS and JavaScript. As well as Axure RP for wireframing.

education

simon fraser university

School of Interactive Arts and Technology
Bachelor of Science
Design Concentration
CGPA 3.14
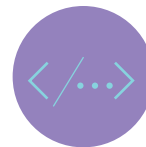Sept 2013 - Present

interests

motion graphics

Motion graphics is a way of adding movement to visuals. Whether creating short gifs or full animated infographics, working with motion graphics is one of my favourite past times.

photography

Through photography and videography I am able to seize moments and re-live them at a push of a button. Being able to see the art and time behind every video frame or photograph is something I highly appreciate and try to replicate myself.

coding

I enjoy coding as it allows the real-time display of written lines of computer code into applications and visuals. The ability to translate written commands into interactable outputs is always a joy to work with.