Stacy Kwok +

Experience

UX/UI DesignerSnapPea Design Sept 2023 - Dec 2023

- Led and executed strategic product design for 3 clients, making high-impact, data-driven improvements to enhance usability, accessibility, brand coherence.
- Achieved a 42% decrease in user-reported issues post implementation of changes, and a 28% reduction in task completion time, for a geospatial data mapping platform.

UI/UX Design Intern

Jam CityJan 2023 - Apr 2023

- Spearheaded the end-to-end UI/UX design of 2 new game features for the Harry Potter: Hogwarts Mystery storyline expansion, launching to 50M+ existing players.
- Drove UI/UX alignment with game mechanics, progression systems, and narrative elements for cohesive gameplay.

UX Design Intern

Questrade

May 2022 - Aug 2022

- Pioneered a new feature announcement design on the web trading platform, enhancing user satisfaction of learning and discovering new features by 52%.
- Owned the UX design of 2 new features for the web trading platform, launching to 75000+ users.

UX/UI Designer

LCBO

Sept 2021 - Dec 2021

 Reduced the user acceptance testing feedback cycle time by 67% through designing a new intake and defect tracking platform for LCBO digital platforms.

Community

VP of Design, Product Designer

UW Blueprint

Sept 2020 - Dec 2022

- Advocated for product design at the executive level, coleading a team of 16 designers across 5 project teams, providing strategic and technical mentorship.
- Designed for 4 non-profit clients, building design systems and style guides for accurate brand representation.

Education

University of Waterloo

Sept 2019 - Jun 2024

Bachelors of Applied Science, Management Engineering

 Designing, optimizing, and managing processes & products in modern, data-driven organizations.

Skills

Design Methods

Interaction Design, Interface Design, Analytics, Accessibility, Design Strategy, User Research, User Testing

Design Development

Figma, Design Systems, Component Libraries, React, HTML, CSS, JavaScript