

Stacy Kwok

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Education

University of Waterloo – Candidate for BAsc, Management Engineering
Expected graduation June 2024

Relevant courses: Analytics and User Experience, Human Computer Interaction, Search Engines, Intro to Machine Learning, Databases and Software Design

Experience

Jam City – UI/UX Design Intern Jan 2023 – Apr 2023

Led the end-to-end UI/UX design of 2 new game features for the **Harry Potter: Hogwarts Mystery** storyline expansion, launching to the game's **50M+** existing players. Collaborated with game designers and product managers to create engaging and immersive player experiences, driving the alignment of UI/UX design with game mechanics, progression systems, and narrative elements for a cohesive gameplay.

Questrade – UX Design Intern May 2022 – Aug 2022

Pioneered the template UX design for new feature announcements on the Questrade web trading platform. Owned the UX design of the web platform discreet mode and dark mode, collaborating with visual and content designers on design execution. Worked with product and engineering to launch the new features for **75000+ users**, using the new announcements feature to announce the new discreet mode.

LCBO|next – UX/UI Designer Sept 2021 – Dec 2021

Spearheaded the design of a new intake and defect tracking platform for LCBO internal tools to streamline the user acceptance testing feedback cycle. Led user interviews and usability testing sessions, synthesizing data through creating user flows and journey maps. Collaborated in a cross-functional team to ship product enhancements, redesigns, and new features for LCBO grocery claim management platforms.

Community

UW Blueprint – VP of Design May 2022 – Dec 2022

Advocated for product design on an executive level, co-leading a design team of **16 product designers** across 5 project teams. Cultivated design culture and supported the growth of designers through running design team meetings, mentorship sessions, workshops, and socials.

UW Blueprint – Product Designer Sept 2020 – Apr 2022

Collaborated with product managers and software developers to design and build a diverse set of digital solutions for **4 non-profit organization clients**. Conducted user research, usability testing, and gathered client feedback to inform design decisions and iteratively improve solutions. Created and maintained design systems and style guides to ensure accurate client brand representation within digital solutions created.

Skills

Design Development – Python, Java, HTML, CSS, JavaScript