

Stacy Kwok

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Experience

Jam City – UI/UX Design Intern Jan 2022 – Present

Currently designing on the Harry Potter Hogwarts Mystery team.

Questrade – UX Design Intern May 2022 – Aug 2022

Pioneered the template design for new feature announcements on the Questrade web trading platform. Owned the design of discreet mode and dark mode, collaborating with visual and content designers on design execution. Worked with product and engineering to bring the new designs to launch for **75000+ users**, using the new announcements design 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, focused on improving the user acceptance testing feedback cycle at the lab. Conducted user interviews to create user flows and journey maps, and led usability testing sessions. 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

Co-led a design team of 16 designers. Cultivated design culture and supported the growth of designers through running design team meetings, 1:1s, workshops, and socials, with the purpose of setting designers up to thrive on their Blueprint project teams.

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.

Highlighted client: Community Fridges KW

Fostered design skillset growth in 2 designers by providing mentorship and guidance through the design process of a food donation scheduling platform.

Highlighted client: Social Diversity for Children Foundation

Researched, designed, and prototyped a mobile first program registration platform. Conducted usability testing and user research to iteratively improve the user experience and functionalities.

Education

University of Waterloo – Candidate for BAsc, **Management Engineering**

Expected graduation June 2024

Relevant courses: Human Computer Interaction, Intro to Machine Learning, Principles of Software Engineering, Databases and Software Design

Skills

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