

## about

A user experience designer with an aim to create genuine human centric designs that empowers users to live a better life. Likes critical, empathetic and ethical aspects of designing.

## education

Simon Fraser University  
Graduated: Fall 2021

Senior student in the School of Interactive Arts and Technology (SIAT) focusing on interaction design, product design, and user experience.

## design skills

|                 |             |
|-----------------|-------------|
| Interaction     | Motion      |
| Interface       | Wireframing |
| User Research   | Prototyping |
| Visual Design   | Personas    |
| Journey Mapping |             |

## tools

|                      |         |
|----------------------|---------|
| Figma                | Unreal  |
| Adobe Creative Suite | Framer  |
| HTML+CSS             | Unity   |
| Sony Vegas           | Davinci |
| Autodesk Maya        |         |

## interests

|              |             |
|--------------|-------------|
| Destiny 2    | Mograph     |
| Risk Of Rain | MCU         |
| Hades        | Game Design |

## UX/UI Experiences

### Brand and Visual Designer

April 2020 - Dec 2020  
Vancouver, Canada  
(Internship)

### Service Design

Sept 2019 - Dec 2019  
Vancouver, Canada  
(Academic)

### Experience and Interaction Design

Nov 2021 - Dec 2021  
Vancouver, Canada  
(Academic)

### Experimental Microsite

Sept 2021 - Oct 2021  
Vancouver, Canada  
(Academic)

### Web and Visual Designer

May 2018 - April 2020  
Vancouver, Canada  
(Freelance)

### Gynecologic Cancer Initiative

Designed the brand (logo + brand guidelines) for a gynecology cancer research cluster after multiple iterations and user testing. Also created a wordpress based website for the initiative that will serve as an information hub for their ground breaking research.

### Rain City Games (RCG)

13-week interaction design project produced alongside RCG, a specialty board game shop located in Vancouver. Created a choose your own adventure card deck to assist interactions between new board game enthusiasts and the store staff.

### Idagio (classical music streaming platform)

A browser extension tool that utilizes the extensive classical music archive on Idagio, created to assist and enhance the existing methods of finding new classical music by the fans of the genre.

### Fabrica

A highly experimental post event website to respect the surreal and thought-provoking experience of Fabrica's most aspirational event "What If?".

### Edu Lead International

Created promotional posters (print + digital), signage, merchandise and edited educational videos for a company that facilitates educating teachers. Maintained pre-built php based website and adding pages as required.

## Video and Motion Design

### Grant Video Production

April 2021 - Sept 2021  
Vancouver, Canada  
(Internship)

### 3D Animation

Oct 2018 - Dec 2018  
Vancouver, Canada  
(Academic)

### Paranoia

March 2018 - April 2018  
Vancouver, Canada  
(Academic)

### Gynecologic Cancer Initiative

Designed a series of informational videos to be used as for the research done in the initiative. Consisted of heartwarming stories from the cancer survivors along with the crucial development done in the field of Gynecologic Cancer done by the Initiative. You can enjoy the first video [here](#)

### Ignition

Ignition is a short 3D animation developed in Autodesk Maya and edited on Adobe programs over a course of a 3 months period. You can enjoy the video [here](#)

### Videography

Paranoia is short video created over the course of 2 months where we were tasked to learn art direction, videography and editing. The protagonist is able to see her future through the hole in her wall goes in a state of paranoia out of fear. You can enjoy the video [here](#)