

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.

Design Skills

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

Design

Figma Illustrator
Adobe XD HTML+CSS
Photoshop Lightroom

UX/UI Experiences

Brand and Visual Designer

April 2020 - Dec 2020
Vancouver, Canada
(Internship)

Gynecologic Cancer Initiative

Designed the brand (logo + brand guidelines) for a gyne cancer based research cluster after multiple iterations and user testing. Currently working on the wordpress based website for the initiative that will serve as an information hub

Service Design

Sept 2019 - Dec 2019
Vancouver, Canada
(Academic)

Rain City Games

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

Lunular

Jun 2019 - Aug 2019
Vancouver, Canada
(Academic)

UX/UI Case Study

This is an 8-week product design project to design an app for nail enthusiasts. Lunular is an AR Based try-on tool for users who have a hard time deciding on the perfect nail-color that would suit them. The app also serves as a place to find trustworthy and reputable salons that are worth the price.

Splitwise

May 2019 - Jun 2019
Vancouver, Canada
(Academic)

UX Feature Design

This is a 3-week feature design project where we were tasked to understand and improve the usability of Splitwise (existing product) by implementing a new feature. Our proposal is to add a support bot in the app to facilitate easy transaction handling.

3D+Video

After Effects
Premiere Pro
Sony Vegas
Autodesk Maya

Web and Visual Designer

May 2018 - April 2020
Vancouver, Canada
(Freelance)

Quality Education Asia

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.

education Video and Motion Design

Simon Fraser University
Expected Graduation: Fall 2021

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

Paranoia

March 2018 - April 2018
Vancouver, Canada
(Academic)

Videography

Paranoia is short video created over the course of 2 months where we were tasked to learn art direction, videography and editing. The story is about a protagonist who is able to see her future through the hole in her wall. Her fear of death causes her to go in a state of paranoia.

Interests

Destiny 2
Overwatch
Warframe
Animation
Movies
Comics

3D Animation

Oct 2018 - Dec 2018
Vancouver, Canada
(Academic)

Ignition

Ignition is a short 3D animation developed in Autodesk Maya and edited on Adobe programs over a course of a 3 months period. Its the story of a protagonist who is teleported to a world where cars are everything.