

Sarah Tong

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778-928-4399

I'm a **UX Designer** with a background in Marketing. Leveraging a creative and business mindset, I seek to create joyful yet impactful digital solutions that bring value to users as well as improvements for businesses. With my enthusiasm for **visual design, user research,** and **web development**, I strive to bring the detail of design with the awareness of the larger business picture to bridge both user and business.

SKILLS

DESIGN

UX/UI Design
Graphic Design
Prototyping
Web Development
User Research
Usability Testing
Motion Graphics
Video Editing

MARKETING

Brand Strategy
Social Media
Market/Industry
Research
Data Analytics
Survey Development
Campaign Strategizing
Event Planning

TECHNICAL

Photoshop
Illustrator
Premiere Pro
After Effects
Experience Manager
HTML/CSS
WordPress
Sketch
Figma
InVision
Campaigner
Hootsuite
Prezi
Keynote

DESIGN + MARKETING EXPERIENCE

WEB DESIGN + DEVELOPMENT FREELANCER

Dec 2018 – Present

Knack Academics, RADIUS SFU, and Pia Wood

ROLE Redesigned and developed a new website for Knack Academics, as well as supported website development needs for RADIUS SFU and Pia Wood.

RESULT Developed project management skills through completing a freelance commitment from start to finish, which includes meeting with the client to understand goals and needs, creating a contract, executing deliverables on time, and invoicing. Enhanced web development skills in HTML/CSS/JS, Bootstrap, WordPress, and Shopify.

DESIGN INTERN

May 2018 – Sept 2018

Railyard Lab, Dossier Creative

ROLE Worked alongside an intern team to create new brand identities for three clients in the social impact space. Analyzed the brand to produce a cohesive brand strategy as well as a variety of digital and print assets. As well, acted as a point of communication between client and the intern team.

RESULT Gained business and design thinking skills that are necessary in producing a brand identity and building good rapport with clients. Furthered graphic design and web development skills in HTML/CSS/JS and WordPress while integrating existing UX/UI knowledge.

COMMUNICATIONS & MARKETING ASSISTANT

Sept 2016 – Sept 2017

International Co-op Office, Simon Fraser University

ROLE Created visual, video media, as well as written content for weekly emails and social media to promote international internships and inspire students to work abroad. Beyond promotional marketing, also spearheaded contests to engage with students who were or have been on an International Co-op; improved information accessibility on the International Co-op website; as well as mined data and developed a survey to support future promotional efforts.

RESULT Expanded analysis, research, and critical thinking skills through data mining, constructing surveys, and extracting insights to meet organizational needs. Deepened knowledge of HTML/CSS and UX/UI principles through restructuring website content and creating interactive animations yet ensuring information is organized and easy to find.

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VOLUNTEER EXPERIENCE

SEATTLE SPATIAL DESIGN CHARETTE MENTOR

Sept 2016 – Sept 2017

Spatial Design Course, Simon Fraser University

ROLE Guided a team of five students with their spatial design proposal through providing feedback and direction on form, concept development, copywriting, as well as studying architectural spaces around Seattle.

RESULT Improved in giving positive, yet constructive feedback to support the team with project development.

VICE PRESIDENT OF VISUAL COMMUNICATIONS

May 2016 – May 2017

Student Marketing Association (SMA), Simon Fraser University

ROLE Generated visual content for branding and promotional purposes for the student-run organization. Coordinated with the Vice President of Marketing to strategize how materials will be communicated on various social media platforms. Also, recruited, mentored, and monitored coordinators to support them in skill development in visual design and marketing.

RESULT Advanced management skills by conceptualizing and implementing executive plans to improve member retention and engagement, as well as by overseeing coordinators to ensure projects meet individual and organizational expectations. Reinforced communication skills through facilitating design feedback with individuals from a non-design background, as well as through persuading students on-campus or via social media to join SMA.

ACHIEVEMENTS

INAMOTO & CO. MENTORSHIP OPPORTUNITY

Nov 2017

Two out of the 8 team projects from a senior Experience Design course were selected by the Product Design Lead of the New York design agency, Inamoto & Co. Teams received mentorship for the final course project.

DEAN'S HONOUR ROLL

April 2014

Awarded to students for achieving a grade point average of 3.50 and above

THE B.C. SECONDARY SCHOOL SUMMIT ENTRANCE SCHOLARSHIP

Sept 2012

Scholarship awarded to students who achieve an average of 91% or above upon admission

EDUCATION

BACHELOR OF BUSINESS ADMINISTRATION

Sept 2012 - Present

Business and Interactive Arts & Technology Joint Major, Design Concentration

Beedie School of Business, School of Interactive Arts & Technology at Simon Fraser University