sethvm.com

SETH MORENOS

sethvm64@gmail.com
Product Designer & Engineering Student

SKILLS

EXPERIENCE

Design

Loblaw Digital - Associate Product Designer

Prototyping

Interaction Design

Information Architecture

Generative Research

Usability Testing

Jan 2021 - Present

Executing end-to-end design for applications behind online fulfillment services delivered under market segment banners

Lead re-design and conducted usability testing for a transaction log module used by stores to troubleshoot 1000+ grocery orders per week

Development

JavaScript

HTML / CSS

Python C++

Soulfx Technologies – Software Designer

May 2020 - Aug 2020

Spearheaded end-to-end design for enterprise applications and public-facing portals used by clients to deliver support services within the healthcare sector

Tools & Frameworks

Figma

Adobe CC

React

Bootstrap

Git

Designed frontend and information architecture for a patient support platform, enabling caseworkers to administrate **2,500+ pharmaceutical records**

Created mock-ups and drafted functional specifications for an application that facilitates the remote retrieval of prescription cards for **500+ patients**

Ontario Ministry of Labour – UX & Web Designer

EDUCATION

Sep 2019 - Dec 2019

University of Waterloo 2023 Systems Design Engineering

Human Factors in Design Design, Systems & Society

Data Structures & Algorithms

Led interface design for Employment Ontario transformation projects aimed at modernizing internal-facing applications

Created high-fidelity prototypes and workflow diagrams for a support service delivered by **400+ caseworkers** to help jobseekers secure employment

PROJECTS

INTERESTS

Prism - Case Study

Bouldering
Pesto alla Genovese
Formula 1

Co-designing a mobile application that promotes diversity within the tech industry by encouraging student-run teams to adopt DE&I initiatives

sethvm.com - UI Design, Frontend Development

Designed and developed a portfolio website using React, employing responsive design to optimize rendering across varying screen dimensions