SETH MORENOS

DESIGNER & ENGINEERING STUDENT

sethvm.com **|** github.com/sethvm **|** sethvm64@gmail.com

SKILLS

Design
Prototyping
Information Architecture
Data Visualization
Flow Diagrams
User Research

Development
JavaScript
HTML / CSS
Python
C++

Tools & Frameworks
Figma
Adobe CC
Sketch
React.js
Bootstrap
Material UI
Git

EDUCATION

University of Waterloo 2023
Systems Design Engineering
Human Factors in Design
Design, Systems & Society
Data Structures & Algorithms

Interests
Bouldering
Pesto alla Genovese
Formula 1

WORK EXPERIENCE

Software Designer – Soulfx Technologies   May - Aug 2020

• Spearheaded **end-to-end design** for public-facing portals and enterprise application software used by clients within the healthcare industry

• Designed frontend and **information architecture** for a patient support program platform, enabling caseworkers to administrate up to **10,000+ pharmaceutical records**

• Prepared interface designs for developer handoff by creating **high-fidelity prototypes** and drafting **functional specification** documents

UX & Web Designer – Ontario Public Service   Sep - Dec 2019

• Delivered **high-fidelity prototypes** and **service process flowcharts** practicing **Agile** methodologies for an Employment Ontario project affecting **3,000+ caseworkers**

• Synthesized survey statistics from **100+ respondents** to deliver **data visualization** infographics that model usage trends for an internal information platform

• Captured **user flow** and traffic data throughout an internal website used by **100+ employees** using Google Analytics to assess ease of document retrieval

• Familiarized teammates with **rapid prototyping** techniques by conducting tutorial sessions with **Figma**

PROJECTS

sethvm.com – UI Design, Frontend Development

• Designed and developed a portfolio website using **React.js**

• Optimized rendering accross different devices through employing **responsive design** and creating media queries for varying screen dimensions

Project Albert – UI Design, Branding

• Designing and co-developing a **React.js** navigation app that assists newcomers and students with evaluating residence and commute options within a new city

• Creating frontend prototype using **Adobe XD**

RGB Minigame – Frontend Development

• Developed a minigame using **HTML**, **CSS** and **JavaScript** that provides the player an RGB value and prompts them to select the correct colour from an array of squares

• Implemented a difficulty system that adjusts the number of on-screen squares