

ABOUT

A curious designer that strives to create positive and meaningful design in an ethical manner. Currently seeking entry-level positions and nearing graduation from SFU, majoring in Interactive Arts and Technology. Has a strength for visual design and interested in further working with design systems and exploring UX research.

PRODUCT DESIGN

Product Design Intern

Cognizant Softvision

September 2021 – April 2022

Supported senior designers in a modified Google Design Sprint process in collaboration with stakeholders to generate solutions for clients.

Prototyped 2 interactive wireframes in Figma altering existing design systems, evaluating them in user testing to validate their effectiveness.

PRINT DESIGN

Production And Design Editor

The Peak Publications

Jan 2019 – August 2021

Led the design of engaging print layouts in collaboration with section editors to ensure the intended tone is conveyed in each weekly issue.

Managed illustrators, assuring high quality illustrations to elevate articles and layout impact.

Created accompanying vector graphics and hand-drawn digital illustrations to enhance article appeal.

UX DESIGN

UX/UI Designer

Discord — Academic Project

Summer 2021

Proposed and created an interactive prototype of a feature as an extension of the social communication platform, Discord, in Figma.

Adhered to Discord's design system for a prototype that has the same look and feel as the real-life application.

UX/UI And Visual Designer

MySurrey Bridge — Academic Project

Spring 2020

Proposed and prototyped a social chat forum addition to the City of Surrey's website as a solution to bolstering community engagement during the pandemic.

Conducted primary and secondary research via interviews and case studies to assist in developing insights for framing our the project.

Designed and animated a mock-up and interactive document in Figma to demonstrate user flow and a concise presentation of research data.

COMPETENCIES

User Experience

User Interface

Wireframing

Prototyping

Workshopping

Visual Design

Graphic Design

Interaction Design

Design Systems

Photography

Illustration

Animation

TOOLS

Adobe CC

Figma

Sketch

HTML/CSS

INTERESTS

Flipping frame-by-frame through animation found in film and TV.

Worldbuilding for story concepts that will never see the light of day.

Building/tinkering with mechanical keyboards.

EDUCATION

Simon Fraser University

Interactive Arts and Technology (BA)

Sept 2016 – 2023