SILVIA GEORGE

SYSTEMS DESIGN ENGINEERING

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DESIGN

PHOTOSHOP
FLASH/ANIMATE
ILLUSTRATOR
FIGMA
SOLIDWORKS

DEVELOPMENT

HTML/CSS
BOOTSTRAP
C++
JAVA
PYTHON

PROJECT MANAGEMENT

MICROSOFT OFFICE
JIRA/CONFLUENCE
PERFORCE

EDUCATION

UNIVERSITY OF WATERLOO
2017 - PRESENT
CANDIDATE FOR BACHELOR OF
APPLIED SCIENCE IN SYSTEMS
DESIGN ENGINEERING

RELEVANT COURSES

HUMAN FACTORS IN DESIGN
INTRODUCTION TO DESIGN
GRAPHICS LAB
DIGITAL COMPUTATION
COMMUNICATIONS TECH

INTERESTS

ILLUSTRATION
ANIMATION
KUNG FU
VIDEO GAMES

EXPERIENCE

Tools Support Specialist | OpenText

Jan 2018 - Apr 2018

- Resolved over 80% of support tickets encountered by communicating with tools users and determining the cause of issues
- Executed REST API calls with cURL scripts generated by Excel sheets, streamlining repetitive actions
- Developed bash and batch scripts to automate tasks

Face Painter & Balloon Twister | Lavut Celebrations

Dec 2016 - Dec 2017

- Applied design and interpersonal skills to paint faces at children's parties while paying special attention to detail and adapting styling as required
- Taught self new skills as they became needed for the job

CS Club & Anime Club Leader | Waterloo Collegiate Institute

Sep 2016 - Jun 2017

- Demonstrated outstanding oral presentation skills by creating and presenting seminars for club members
- Managed multiple fundraising events throughout the year

Summer Camp Volunteer | Engineering Science Quest

Jul 2015

- Collaborated with other volunteers to lead engaging activities for the campers, inspiring them to get involved with science
- Supervised daily activities of campers, following protocol and ensuring a safe camp environment

PROJECTS

WaToPlan | SYDE 161 group design project

Fall 2017

- Followed a structured design process, including performing root cause analysis, conducting user tests and making user personas
- Prototyped an app interface to conduct user tests