SILVIA
GEORGE
SYSTEMS DESIGN ENGINEERING

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DEVELOPMENT

C++
Java
Python
HTML/CSS
JavaScript
Arduino

TECHNOLOGIES

Jira/Confluence
Perforce
Git
Linux
Bootstrap

DESIGN

SolidWorks
Axure RP
Figma
InVision
Adobe Creative Suite

RELEVANT COURSES

Data Structures
& Algorithms
Digital Computation
Digital Systems
Human Factors in Design

INTERESTS

Illustration
Animation
Kung Fu
Video Games

EXPERIENCE

UX Designer | BGRS
May 2019 - Aug 2019

- Identified key design requirements by investigating competitor products, making user flows, and participating in ideation processes
- Created wireframes and prototypes with Axure for new and updated features to give to developers

Digital Designer | Maple Leaf Foods
Sep 2018 - Dec 2018

- Redesigned a user interface for an internal Q&A system chatbot and developed the matching CSS to follow company branding
- Collaborated with a team of 6 developers and provided design guidelines for software development

Tools Support Specialist | OpenText
Jan 2018 - Apr 2018

- Resolved over 80% of daily support tickets by communicating with tools users, determining the cause of issues, and providing solutions
- Streamlined repetitive actions by executing REST API calls with cURL scripts
- Developed bash and batch scripts to automate tasks

PROJECTS

Arduino DDR | SYDE 192L final project
Spring 2018

- Created a playable rhythm game with 2 Arduino UNOs, an LCD selection menu, and an LED game interface

WaToPlan | SYDE 161 group project
Fall 2017

- Prototyped an app interface of a task-tracking notification system to obtain rapid feedback from group members and stakeholders
- Conducted user testing to validate design assumptions and to identify areas of improvement