SILVIA GEORGE

SYSTEMS DESIGN ENGINEERING

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DESIGN

Figma
Adobe Creative Suite
InVision
Axure RP
SolidWorks

DEVELOPMENT

HTML/CSS
JavaScript
Bootstrap
Python
C++
Git

SKILLS

Storyboarding
Wireframing
Prototyping
Persona creation
Competitive analysis
User interviews

RELEVANT COURSES

Human Factors in Design
Cognitive Ergonomics
Introduction to Psychology
Data Structures
& Algorithms

INTERESTS

Illustration
Animation
Rock climbing
Video games

EXPERIENCE

Full Stack Web Developer | Homecare Hub
Sep 2020 - Dec 2020

- Reduced workload for both employees and clients by designing, proposing, and developing a new posting board system
- Discovered, documented, and fixed usability issues and other bugs across the existing website and unreleased features

UX/UI Developer | Royal Canadian Air Force ([Flight Deck](#))
Jan 2020 - Apr 2020

- Improved experience for pilots on the go by redesigning the mobile view for a web app, allowing them to enter information in **under 5 minutes**
- Guided the design decisions for the Flight Deck which led development for 3 projects
- Performed a UX audit based on best practices which drove **over 100 improvements** to a web app that saves millions of dollars every year

UX Designer | BGRS
May 2019 - Aug 2019

- Generated a variety of user personas and made an IA diagram to gain insights on the employee relocation website's current state
- 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 using **Figma** for an internal Q&A system chatbot and developed matching CSS to follow company branding
- Collaborated with a team of 6 developers and provided design guidelines for software development
- Marketed content by creating visually appealing posters with **Illustrator** and a promotional video with **Premiere Pro**

PROJECTS

WaToPlan | Group design project
Fall 2017

- Performed root cause analysis, designed user personas, and created wireframes to develop a task-tracking notification system for students
- Prototyped an app interface for rapid feedback from stakeholders
- Conducted user testing to validate design assumptions and identify areas of improvement