

SILVIA GEORGE

SYSTEMS DESIGN ENGINEERING

DESIGN

Figma
InVision
Axure RP
Adobe Creative Suite
SolidWorks

DEVELOPMENT

HTML/CSS
JavaScript
Bootstrap
C++

SKILLS

Wireframing
Prototyping
Persona creation
Competitive analysis

RELEVANT COURSES

Human Factors in Design
Introduction to Psychology
Graphics Lab
Data Structures
& Algorithms

INTERESTS

Illustration
Animation
Motion Design
Kung Fu
Video Games



silvree.github.io



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EXPERIENCE

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 the 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

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 and automating tasks with bash/batch code

PROJECTS

WaToPlan | SYDE 161 group design project

Fall 2017

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