

SILVIA GEORGE

SYSTEMS DESIGN ENGINEERING

DESIGN

Figma
InVision
Illustrator
Photoshop
Flash/Animate
SolidWorks

DEVELOPMENT

HTML/CSS
JavaScript
Bootstrap
C++

SKILLS

Wireframing
Persona creation
Usability testing
Competitive analysis


RELEVANT COURSES

Human Factors in Design
Introduction to Design
Introduction to Psychology
Graphics Lab
Digital Computation
Communications Technology

INTERESTS

Illustration
Animation
Kung Fu
Motion Design
Video Games

 silvree.github.io

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EXPERIENCE

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, communicating to them design guidelines for 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 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

PROJECTS

WaToPlan | SYDE 161 group design project
Fall 2017

- Performed root cause analysis, made 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