

DEVELOPMENT

Python C++ Java HTML/CSS JavaScript Arduino

TECHNOLOGIES

Git Django Ruby on Rails Bootstrap Linux

DESIGN TOOLS

SolidWorks Axure RP Figma InVision Adobe Creative Suite

RELEVANT COURSES

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

INTERESTS

Illustration Animation Rock climbing Video games

silvree.github.io

**** 226-606-9080

EXPERIENCE

UX/UI Developer | Royal Canadian Air Force (<u>Flight Deck</u>) Jan 2020 - Apr 2020

- Improved experience for pilots on the go by redesigning the mobile view for a web app, allowing them to enter required information in under 5 minutes
- Aided the RCAF in its COVID-19 response by contributing to the design and development of SITREP in a 2-week period, saving 30 hours per day in labour
- Introduced **Django** as a viable full stack framework for the RCAF by developing an improved beacon-testing software for Search and Rescue Operations in just 4 weeks

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 provide design guidelines for 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 | Digital systems project Spring 2018

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

WaToPlan | Group design 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