

Emily Sin,

product designer

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EXPERIENCE

Nulogy, Product Designer

SEP 2017 - PRESENT | TORONTO, ON

Owned the end to end experience as the sole product designer on two different product teams. Pushed the ecosystem platform to be an early adopter of the design system, unifying the visual design and improving consistency across the platform. Designed a versioning feature end to end that rolled out to all 150+ customers. Coded Nulogy's development hiring website and ran testing and interviews on the content and design of the website (engineering.nulogy.com).

Ultimate Software, UX Designer

SEP 2016 - DEC 2016 | TORONTO, ON

Collaborated with UX researchers to understand current usage of the platform. Leveraged those insights to inform design for a focused manager dashboard. Established workflows for complex payroll administration processes to design a simplified process. Redesigned the device configuration for punch clock software, reducing the number of typing errors. Built effective collaboration skills by working on a multi-disciplinary design team of over 20 researchers and designers.

EDUCATION

BASc., Management
Engineering

University of Waterloo
SEP 2012 - APR 2017

SKILLS

Prototyping at all fidelities
User research
Usability testing
Design annotation
Mapping complex workflows
Understanding business context
Designing for multi-party systems

TOOLS

Sketch
Invision
Whimsical
Abstract
Balsamiq
HTML
CSS