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| <div>Emily Sin</div> | <div>Lead Product Designer</div> <div>Toronto, Canada Remote-friendly emily.w.sin@gmail.com (416) 301-4065</div> <div>emilysin.design linkedin.com/in/emilysin/ github.com/sinemily</div> |
| <div>Summary</div> | <div>Experience</div> |
| <div>Lead Product Designer with 9+ years of experience designing for complex systems and scientific domains. Expert at transforming large, technical data sets into intuitive, high-impact products. Known for delivering high-quality designs at speed; quickly iterating, validating, and shipping work that meets both user needs and business goals.</div> | <div> <div>BenchSci</div> <div>Aug 2020 - Jul 2025</div> <div>Toronto, Canada</div> <div>Remote</div> </div> <div> <div>Lead Product Designer Sep 2022 - Jul 2025</div> <ul style="list-style-type: none"> Led design of a new AI-powered assessment tool from concept to MVP, enabling scientists to evaluate drug targets more efficiently. Delivered rapid iterations in collaboration with research and engineering, reducing prototype validation cycles by 50%. Facilitated weekly “design jam” sessions to create a safe space for cross-functional team members to review designs, identify challenges early, and build team alignment; regularly curated and shared design best practices (e.g., onboarding principles) to boost team design fluency and engagement. Facilitated weekly visual syncs with designers and researchers to improve cross-functional visibility and surface blockers or dependencies early. Led weekly design reviews with design team to ensure team alignment, support individual needs, and maintain momentum across initiatives. Participated in bi-monthly mentorship sessions with the design manager, building foundational skills in design management and team leadership. </div> |
| <div>Education</div> | <div> <div>Senior Product Designer Jun 2021 - Aug 2022</div> <ul style="list-style-type: none"> Designed and launched a new product from concept to MVP in just 5 months, working in a fast-paced, cross-functional environment. Partnered closely UX research to conduct rapid concept testing, refining the experience to align with user needs and move toward product-market fit. Developed a design maturity scorecard to assess and elevate the design practice across the organization. </div> |
| <div>Skills</div> <div> <div>User Research & Strategy</div> <div>User testing User journey mapping Competitive analysis Design maturity assessment</div> </div> <div> <div>Prototyping & Validation</div> <div>Rapid prototyping Concept testing</div> </div> <div> <div>Collaboration & Facilitation</div> <div>Design workshop facilitation Multi-party systems design</div> </div> <div> <div>Complex Systems</div> <div>Designing for complex data sets Scientific and technical domains</div> </div> | <div> <div>Product Designer Aug 2020 - May 2021</div> <ul style="list-style-type: none"> Improved successful search outcomes by redesigning search and filtering experiences; owned discovery through user testing to high-fidelity design. Led design of a new reagent experience (PCR) on the multi-reagent platform, contributing to platform scalability and scientific relevance. Defined core design system principles, helping standardize UI patterns and improve cross-product consistency. </div> |
| <div>Tools</div> <div> <div>Design & Prototyping</div> <div> <div>Figma</div> <div>Whimsical</div> <div>Sketch</div> <div>Miro</div> <div>InVision</div> <div>Mural</div> <div>Abstract</div> </div> </div> <div> <div>Frontend & Prototype Code</div> <div> <div>HTML</div> <div>v0</div> <div>CSS</div> <div>bolt</div> <div>React</div> </div> </div> <div> <div>User Research & Analysis</div> <div> <div>Dovetail</div> <div>Maze</div> <div>Fullstory</div> <div>Looker</div> <div>Heap</div> </div> </div> <div> <div>Product Management & Collaboration</div> <div> <div>Jira</div> <div>Aha</div> <div>Monday</div> <div>Google Slides/Sheets/Docs</div> </div> </div> | <div> <div>Nulogy</div> <div>Sep 2017 - Aug 2020</div> <div>Toronto, Canada</div> <div>In Office</div> </div> <div> <div>Product Designer Sep 2022 - Jul 2025</div> <ul style="list-style-type: none"> Designed a versioning feature rolled out to 150+ customers, including enterprise partners. Drove early adoption of the design system, improving UI consistency and development speed across the ecosystem platform. Led end-to-end design as the sole designer across two product teams, from discovery to delivery. Received public praise from the Director of Global Manufacturing Services at Church & Dwight for exceptional user experience and product value. Coded and launched Nulogy’s developer hiring site (engineering.nulogy.com), validating through user testing and stakeholder interviews. </div> <div> <div>Ultimate Software</div> <div>Sep 2016 - Dec 2016</div> <div>Toronto, Canada</div> <div>In Office</div> </div> <div> <div>UX Designer Sep 2022 - Jul 2025</div> <ul style="list-style-type: none"> Redesigned configuration flows for punch clock software, resulting in a measurable reduction in typing errors and input mistakes. Simplified complex payroll administration workflows, improving clarity and reducing user friction. Collaborated closely with UX researchers to design a manager dashboard based on user insights and task priorities. </div> |