

<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"> <li>Led design of a new AI-powered assessment tool from concept to MVP, enabling scientists to evaluate drug targets more efficiently.</li> <li>Delivered rapid iterations in collaboration with research and engineering, reducing prototype validation cycles by 50%.</li> <li>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.</li> <li>Facilitated weekly visual syncs with designers and researchers to improve cross-functional visibility and surface blockers or dependencies early.</li> <li>Led weekly design reviews with design team to ensure team alignment, support individual needs, and maintain momentum across initiatives.</li> <li>Participated in bi-monthly mentorship sessions with the design manager, building foundational skills in design management and team leadership.</li> </ul> </div>
<div>Education</div>	<div> <div>Senior Product Designer   Jun 2021 - Aug 2022</div> <ul style="list-style-type: none"> <li>Designed and launched a new product from concept to MVP in just 5 months, working in a fast-paced, cross-functional environment.</li> <li>Partnered closely UX research to conduct rapid concept testing, refining the experience to align with user needs and move toward product-market fit.</li> <li>Developed a design maturity scorecard to assess and elevate the design practice across the organization.</li> </ul> </div>
<div> <div>BASc., Management Engineering</div> <div>University of Waterloo</div> <div>Sep 2012 - Apr 2017</div> </div> <div>Skills</div> <div> <div>User Research &amp; Strategy</div> <div>User testing</div> <div>User journey mapping</div> <div>Competitive analysis</div> <div>Design maturity assessment</div> </div> <div> <div>Prototyping &amp; Validation</div> <div>Rapid prototyping</div> <div>Concept testing</div> </div> <div> <div>Collaboration &amp; Facilitation</div> <div>Design workshop facilitation</div> <div>Multi-party systems design</div> </div> <div> <div>Complex Systems</div> <div>Designing for complex data sets</div> <div>Scientific and technical domains</div> </div>	<div> <div>Product Designer   Aug 2020 - May 2021</div> <ul style="list-style-type: none"> <li>Improved successful search outcomes by redesigning search and filtering experiences; owned discovery through user testing to high-fidelity design.</li> <li>Led design of a new reagent experience (PCR) on the multi-reagent platform, contributing to platform scalability and scientific relevance.</li> <li>Defined core design system principles, helping standardize UI patterns and improve cross-product consistency.</li> </ul> </div>
<div>Tools</div> <div> <div>Design &amp; Prototyping</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>Frontend &amp; Prototype Code</div> <div>HTML</div> <div>v0</div> <div>CSS</div> <div>bolt</div> <div>React</div> </div> <div> <div>User Research &amp; Analysis</div> <div>Dovetail</div> <div>Maze</div> <div>Fullstory</div> <div>Looker</div> <div>Heap</div> </div> <div> <div>Product Management &amp; Collaboration</div> <div>Jira</div> <div>Aha</div> <div>Monday</div> <div>Google Slides/Sheets/Docs</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"> <li>Designed a versioning feature rolled out to 150+ customers, including enterprise partners.</li> <li>Drove early adoption of the design system, improving UI consistency and development speed across the ecosystem platform.</li> <li>Led end-to-end design as the sole designer across two product teams, from discovery to delivery.</li> <li>Received public praise from the Director of Global Manufacturing Services at Church &amp; Dwight for exceptional user experience and product value.</li> <li>Coded and launched Nulogy’s developer hiring site (<a href="https://engineering.nulogy.com">engineering.nulogy.com</a>), validating through user testing and stakeholder interviews.</li> </ul> </div> <div> <div>Ultimate Software</div> <div>Sep 2016 - Dec 2016</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"> <li>Redesigned configuration flows for punch clock software, resulting in a measurable reduction in typing errors and input mistakes.</li> <li>Simplified complex payroll administration workflows, improving clarity and reducing user friction.</li> <li>Collaborated closely with UX researchers to design a manager dashboard based on user insights and task priorities.</li> </ul> </div>