

Emily Sin,

product designer

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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

Tools

Sketch

Invision

Whimsical

Abstract

Balsamiq

HTML

CSS