# 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 200+ customers. Coded Nulogy's development hiring website and ran testing and interviews on the content and design of the website.

# **Ultimate Software, UX Designer**

Sep 2016 - Dec 2016 | Toronto, ON

Designed a variety of interfaces for both desktop and tablet. Collaborated with UX researchers to inform the design for a manager dashboard and simplified payroll administration process. Redesigned the device configuration flow for punch clock software, reducing the number of typing errors.

## **University of Waterloo**

Sep 2012 - Apr 2017 | Waterloo, ON

BASc., Management Engineering

### **Skills**

Low to high fidelity prototyping User research Usability testing Mapping complex workflows Design annotation

#### Tools

Sketch Invision Whimsical Abstract Balsamiq HTML CSS