

# Susan Giang

Portfolio: [www.susangiang.ca](http://www.susangiang.ca)  
Email: [susan.giang@uwaterloo.ca](mailto:susan.giang@uwaterloo.ca)

## EDUCATION

### University of Waterloo

3B Systems Design Engineering (Honours, Co-op), Class of 2018

## SKILLS

**Design:** Sketch, Photoshop, Illustrator, InDesign, Axure, InVision

**Development:** HTML, CSS, C++

## EXPERIENCE

### UI/UX Designer, Sprout at Work

Sep 2016 – Dec 2016

- Ideated and designed the web and mobile experiences for the Sprout health risk assessment; created a series of beautiful illustrations and icons
- Designed Sprout Care, a feature in which users are given exercise prescriptions by certified practitioners; received positive feedback and praise during beta testing

### UX Designer, AIR MILES

Jan 2016 – Apr 2016

- Improved car and hotel booking experience by conducting usability tests, competitive analyses, and creating hi-fidelity mockups

### UX Designer, IBM

Jun 2015 – Sep 2015

- Redesigned IoT Real Time Insights, a data analytics mobile app, into a web platform by revising workflows and wireframing to comply with IBM Design Language and usability heuristics

### QA Analyst, Indigo Books & Music

Sep 2014 – Dec 2014

- Tested POS systems prior to rollout to all 218 stores and on the online platform

### QA Analyst, JDA Software

Jan 2014 – Apr 2014

- Performed regression tests for workforce task management mobile apps

### IT Analyst, TD Bank

Jan 2013 – Aug 2013

- Modified existing processes, increasing efficiency by up to as much as 30%

## PROJECTS

### Trackr

Apr 2016

*Submission for the Nordic Hackathon in Sweden*

- Designed and prototyped an online store management tool that uses heat map technology and pattern recognition to track and monitor consumer behaviours

### Go Green

Summer 2016

- Carried out storyboarding and user testing to design a mobile app that educates children through gamification to be more environmentally conscious

### Barn Bidders

Winter 2016

- Ideated, prototyped, and conducted user testing of a board game that aims to create social change within young children

## INTERESTS

watercolour painting, urban sketching, building with LEGO, illustrating, handmade crafts, architecture, travelling, food, photography