



SHERRY QIAN

Systems Design Engineering • University of Waterloo Class of 2021

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SKILLS

Tools

Sketch

Figma

InVision

Adobe Creative Suite

Whimsical

Notion

Abstract

Zeplin

SolidWorks

Design

Journey Mapping

Wireframing

High Fi Mockups

Prototyping

Design Systems & UI Kits

Style Guides

Research

Needs Analysis

Personas

User Testing Interviews

Guerrilla Testing

Feasability Analysis

Usability Testing

Competitive Research

EXPERIENCE

UX Research & Design | TimeSaved

Markham • Product Team • Sept. 2019 - Dec. 2019

- Researched and designed solutions for a web/mobile product connecting temp-work agencies to their clients and workers through cross-platform communication & information sharing
- Prepared, conducted, and analyzed user testing sessions with workers, agencies, and clients
- Documented user testing findings and observations in Notion to answer questions about our user groups and create insights/ideas for the product
- Organized feature ideas to reflect the product roadmap goals and identified items that are feasible to implement immediately and in the near future
- Added components and styles to the design system as new product mock ups were created

Product Design | BidVine

Waterloo • Revenue & Retention Team • Jan. 2019 - April 2019

- Designed web/mobile interfaces and design systems for a matching service that connects customers to local professional service providers
- Mocked up wireframes, high fidelity user flows and prototypes for feature implementation
- Created and consistently updated design system components and styles including icons, navigation bars and modals to be used in Sketch
- Re-themed all product interfaces and established new colour usage guidelines to reflect changes in the brand image
- Researched and designed a service provider ID verification feature using OnFido SDK, overseeing project from initial ideation and designs to final implementation

UX/UI Design | Sprout

Toronto • Product Team • May 2018 - Aug. 2018, Sep. 2017 - Dec. 2017

- Designed mobile/web interfaces for a whitelabel well-being solutions product to be used by employees working in large office environments
- Conducted research and feasibility analysis of new feature ideas before designing for them
- Created wireframes, high-fidelity mockups and prototypes of new and existing features for implementation on a bi-weekly sprint basis.
- Prepared documentation of design iterations and deliverables about new features on a weekly basis for client meetings and demos.
- Ensured all design choices resulted in consistent components and theme reflective of the product's design system rules and UI kit

UX/UI Design | TD Bank Group

Waterloo • Accelerator Lab • Jan. 2017 - April 2017

- Consolidated a childrens' mobile banking app concept into real feature designs and UI themes
- Created personas, journey maps and user needs assessments to identify needs and wants
- Designed and prototyped features based on user flow maps and wireframes
- Facilitated guerrilla and user testing sessions to prove theories and assumptions about the user group's pain points and the usability of our features.
- Delivered pitches and product demos to vice-presidents and marketing board members to communicate the product's growth, our learnings, and potential directions for the future