WINNIEREN

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Systems Design Engineering || University of Waterloo

Experiences

E-Learning Developer & Designer
Seneca College   *Jan. 2018 - Apr. 2018*

- Developed web-based module for assigned courses using HTML, CSS, Bootstrap 4 and JavaScript.
- Used Illustrator to enhance e-learning experience by designing graphics for interactive modules.
- Improved user interface by conducting user experience testing with subject matter experts.
- Honed communication skills by driving development timeline while mentoring co-workers.
- Implemented webpage templates to improve speed of course development iterations.

Lead Co-Director
Waterloo EngHack   *Jan. 2018 – Present*

- Fostered excellent hacking experience for 400 participants by effectively communicating with stakeholders.
- Energized corporate sponsors resulting in 18k in funds.
- Delegated tasks to team of 15 coordinators to market, budget, and deliver a smooth 24 hour hackathon.

Junior Design Competition Director
Waterloo Engineering Society   *Jan. 2018 – Present*

- Researched and designed the competition problem set to encourage students' creativity and innovation.
- Took initiative to organize scheduling and volunteers for the competition for 50 undergraduate engineers.
- Executed and supported the Waterloo Engineering Competition with high participant satisfaction.

President
Graduation Committee   *Jun. 2016 - Jun. 2017*

- Balance schedule of I.B. examinations and organizing 3 graduation events for 300 students.
- Managed 40k of funds by negotiating with venues, marketing events and coordinator with school staff.
- Resulted in a 40% increase in event turnouts compared to the previous year through innovative marketing.

Interests

Hair Coloring   Bouldering   Travelling   Chinese Literature

Projects

Shottle
Used iterative design cycle to create a health-conscious drinking bottle that encourages water intake through 3D printing Solidworks.

Website Development
Designed and coded personal website from scratch using HTML, CSS & Javascript.

Humanitarian Trip
Built classrooms in rural India for orphans after raising over $15,000 through community fundraisers.

Snapchat Geo-filter
Ran usability testing to design and create a geo-filter for my high school's prom using Illustrator with Snap inc. constraints.

Awards

2nd Place - DeltaHacks: Designed UI mock-up for crowd management app.

3rd Place - Young Investors Program: Portfolio Pitch for stock exchanges.

Skills

Product
User Research, Usability Testing, User Centric Design.

Design
Illustrator, Photoshop, InDesign, AutoCAD, SolidWorks, Gimp.

Code
HTML5, CSS3, JavaScript, C++, Arduino, Bootstrap.