YZABELLE GO

VISUAL DESIGNER / DEVELOPER

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LANGUAGES

HTML/CSS
Javascript
C++
Java
SQL

DESIGN

Sketch
Marvel
Figma
WordPress
Illustrator
Photoshop
SolidWorks

SKILLS

Bootstrap
Selenium
React
wireframing
prototyping
responsive design
user research
agile methodologies

PASSIONS

music
visual arts
video games
3D modelling
skiing

EXPERIENCE

Software Engineering-In-Test/ Bunch Studios Inc
May 2020 - Aug. 2020

- Automated sorting of user-reported bugs using Selenium and Javascript to remove manual input and reduce the task time from 1 hour to 5 minutes.
- Reduced crash rates from 6.3% to 4.2% through analysis of device logs for bugs found during bi-weekly regression tests.
- Composed test cases from analysis of features to ensure all flows had clearly defined behaviour and were set to be tested.

UX Design / BlueCat
Sep. 2019 - Dec. 2019

- Collaborated with project managers and user interface designers to translate feature requirements and process flows into intuitive, easy-to-use solutions.
- Developed style guides and design system libraries in Sketch to be used company wide when creating new products and interfaces.
- Conducted user research to identify opportunities that improved site navigation and fleet management to streamline user workflows.

Learning Developer / Seneca cFLEX
Jan. 2019 - Apr. 2019

- Redesigned and developed faculty resource website by creating high-fidelity prototypes in Figma.
- Populated web pages with multimedia elements for online courses using HTML and CSS in Wordpress.

PROJECTS

UI/UX Designer / StarterHacks 2020, EngHack 2019
Jan. 2020 & Jun. 2019

- Developed web application using Bootstrap and Javascript to allow for user creation and form completion in a browser.
- Designed UI elements and created interactive prototype in Figma for a mobile budgeting app.

EDUCATION

Systems Design Engineering
September 2018 - Present

- University of Waterloo class of 2023.