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RELEVANT EXPERIENCES

T-Mobile Apprenticeship / Product Designer

United States, September 2023- Mar 2024

- Led end-to-end product research to drive insights & inform decision making
- Designed & developed an AR advanced professional training application with immersive technologies & 5G

EventU / UIUX Designer

United States, June 2023- September 2023

- Defined entire iOS app information architecture, design systems, wireframes & high-fidelity mockups, considering usability, accessibility, & platform guidelines
- Optimize app content & process flow, with motion graphics using Figma & After Effect

Knitwise YC China Backed Startup / Product Designer

United States, June 2023- Aug 2023

- Identified the impact & effectiveness of UI/UX designs B2B projects & recommended additional design modifications
- Performed market research on potential business clients, competitors, & opportunities involving AI content
- Scaled the website for new products launches & brand extension. Delivered the design of each user touch point
- Working closely with Marketing & Development Team for user growth & holistically solve key business challenge

S&S Interior Design Inc / Multi-media Designer

Canada, Aug 2020- Jan 2021

- Modeled & textured 3D assets for clients to develop intuitive interactive experiences with practical usability
- Designed polished graphic visualization for social media & marketing content for brand identity

TEAM PROJECTS

Finalists- IKEA Student Service Design Challenge / UX Designer

- Canada, Nov 2021- Apr 2022
- Initiated & refined design problem with 120 user surveys, 21 cultural probe participants & 4 expert interviews
- Cooperatively tackled challenge & solution system with user flows, wireframes, high-fidelity prototypes, & engaging visual storytelling to emphasize with user personas
- Prototyped mobile app for furniture recycle in Savannah using Figma and multiple user research methods

EDUCATION

University of Washington

M.S. Technology Innovation,
HCI Focus
Expected graduation: 04/2024
Seattle, USA. Sept 2022-
Current

Ontario College of Art and Design University

BDES. Architecture/ Environmental Design
Toronto, Canada. 2018- 2022
Courses: Motion Graphic, Computational art, Interactive Design Web

SKILLS

Design

User Research, Usability Testing, Wireframing, Prototyping, Ideation, Storytelling, User Interview, UI Design, Design System, Accessible Design, Affinity Mapping, Contextual Inquiry, Branding & Identity,

Tools

HTML & CSS, Figma, Python, Javascript, Adobe Creative Suite, Arduino

3D Modelling

Unity 3D, Cinema 4D, Blender SketchUp, Rhino, Revit, Auto-Cad, V-Ray, Fusion 360, 3D Print