

Work Experience

Samsung Electronics Canada Inc.

UX Research Co-op | [Spring 2019 - Winter 2019](#)

Interned as a Junior UX Researcher for Samsung Knox and various other B2B and IoT products and services.

- ↳ Participated in several **user tests** and **user interviews** both as a facilitator and notetaker to find identify insights
- ↳ Summarized and **presented findings** to stakeholders to validate or challenge design assumptions
- ↳ Used **Google Analytics** and **Data Studio** to analyze data and visually communicate user trends and UI effectiveness
- ↳ Created supplementary materials to support UX designers and other stakeholders to improve **UX strategy**

Precision NanoSystems

Graphic Design Co-op | [Winter 2017 - Summer 2018](#)

Worked as a Graphic Design Intern to create deliverables for the global marketing team, as well as other departments.

- ↳ Designed graphics, print media, and website assets using design software like **Adobe Photoshop** and **InDesign**
- ↳ Updated and **reinforced branding** to establish a consistent visual design across company media and assets
- ↳ Did photography work and video edited with **Adobe Premiere Pro** and **After Effects** to support marketing projects

Academic Projects

LEGO Storybricks (Digital communication app)

UI/UX Design Project | [Spring 2019](#)

A tablet application that uses remote play to connect parents and children separated by distance.

- ↳ Did **usability testing** and designed surveys to understand the needs and workflows of our target audiences
- ↳ Rapidly created low fidelity **sketch prototypes** and **mockups** to test designs, interface layouts, and interactions
- ↳ Produced high fidelity wireframes specifying interfaces and animated interactions using **Figma** and **Adobe Xd**

Food for the Heart (Mobile health app)

UI/UX Design Project | [Fall 2018](#)

A mobile health application that helps moderate South Asian individuals' diets to prevent developing heart disease.

- ↳ **Project managed** a team of four by delegating responsibilities and facilitating meetings to ensure productivity
- ↳ Created visual assets and a style guide via **Adobe Illustrator** to communicate design specifications
- ↳ **Copywrote** content for use within the application mockup as well as for presentation slides

Education

Simon Fraser University

[Expected Graduation: June 2021](#)

School of Interactive Arts and Technology (SIAT)
Bachelor of Science (BSc), Design Concentration.

Interests

- ↳ Plastic Modeling
- ↳ Digital and Vector Art
- ↳ Nonsensical hypothetical questions (Ignoring all ethics, could a fish be forced to adapt to live in pure Kool-Aid?)

Proficiencies

TECHNICAL SKILLS

Adobe Creative Cloud
Figma
Axure
HTML, CSS & JavaScript
Java & Git
Tableau
Google Analytics
Google Data Studio
Autodesk Maya
Microsoft Office

DESIGN & RESEARCH SKILLS

Problem Framing
Persona Creation
User Journey Mapping
Storyboarding
Wireframing
Prototyping
Copywriting
User Research Methods
Usability Testing
Heuristic Evaluation