

Education

Bachelor in Interaction Design
Emily Carr University
2016 – 2020

Design Kit: The Course for Human-Centered Design
Online Certificate by IDEO.org
2018

Achievements

In-House Design Award by the Association of Registered Graphic Designers - TRIUMF Infographic
2021

Honourable Mention for the ECUAD Graduation Award for Community Engagement
2020

Ian Gillespie Design Scholarship for Excellence in Design
2019

Tedx Speaker - “What we overlook about change”
2019

Steven John Hodge Memorial Scholarship for Artistic and Academic Merit
2018

Work Experience

Digital Product Designer & Creative Coordinator
Sparkjoy Studios | Feb 2021 – Current

- I design accessible design systems, storyboards, user journeys, web architectures, design maps, wireframes, and high-fidelity, responsive, and interactive mockups.
- I work on user research, copywriting, user testing, web analytics, SEO, and quality assurance for all my projects. I collaborate closely with the developers in our team to effectively hand off my designs and communicate our customer's needs.
- As a project manager, I review proposals, budgets, and schedules to deliver projects efficiently. I lead the stages of collaborative client discovery sessions, design, testing, debugging, delivery, debriefs, and post-launch training.

Human-Robot Interaction Designer
A&K Robotics | Oct 2020 – Dec 2021

- I designed user-friendly and accessible UI for touch screens on self-driving robots. These screens help people with limited mobility control the robots and move around places like airports.
- I enjoyed collaborating with multiple experts and stakeholders to make sure the product met user-centered requirements as well as the airport's requirements.
- Multiple rounds of rapid user testing inside and outside the Madrid airport were completed. I turned real map data of the Madrid Airport into mathematically accurate, detailed vector illustrations for the development team to code driving paths for the robot.

Product Designer
Innovate BC | Jan 2021 – Mar 2021

- I designed a new brand guidelines document outlining the various visual design assets.
- I created marketing and promotional materials, wireframes, and responsive mockups for Innovate BC's new website.

Tools and Skills

Design Tools:

Adobe XD and Figma
Adobe Illustrator
Adobe InDesign
Adobe Photoshop
Invision

Project Management Tools:

MS Office Suite
Google Suite
Atlassian Agile Tools
Slack and Zoom
BaseCamp

Development and Analytics:

HTML
CSS
WordPress CMS
Google Analytics
Yoast SEO

Accessibility:

WCAG 2.1
AODA Compliance
Accessibility guidelines for
Canada, America and Europe.

Skills:

Interviews
Usability Testing
Design Mapping
User Journeys
Storyboards
Competitive Analysis
Information Architectures
Wireframing
Rapid Prototyping
Heuristic Analysis
Typography
Visual Design and Layouts
Illustration
Training

TEDxEmilyCarrU Co-Organizer

TedxEmilyCarrU | Sep 2019 – Sep 2020

- As the co-organizer, I led the Communication, Curation, Design, Event Production, Video Production and Finance teams.
- My responsibilities also involved creating the new website for TEDxEmilyCarrU using Squarespace and managing the TEDxEmilyCarrU Instagram account.

Writing Centre Tutor

Emily Carr University | Sep 2018 – May 2020

- My work involved critical thinking and collaboration on ideas with a diverse group of students.
- I built confidence in my writing, leadership, communication, mentoring, and presentation skills.
- This work also grew my ability to give and receive constructive feedback through in-person and online tutoring.

Graphic Designer

TRIUMF | Nov 2019 – Feb 2020

- I illustrated an award-winning infographic for the TRIUMF PIF & NIF facility to use in digital media and print.
- I created large-format, print-ready work that is scalable and matches the industry's best standards and company brand guidelines.

UI/UX Designer

Taxwerx | Jan 2019 – May 2019

- I worked on the Taxwerx client portal which helps people do their taxes in a simple online portal.
- I conducted a contextual inquiry, heuristic analysis, user tests, and created wireframes, user flows and interactive high-fidelity mockups.

I acknowledge and am grateful to live and work on the unceded, traditional and ancestral territories of the Musqueam, Squamish and Tsleil-Waututh peoples.