



WORK EXPERIENCE

2014 **USER EXPERIENCE RESEARCHER - SAP - VANCOUVER**

As a User Experience research intern for 8 months, I aided in creating 4 personas for SAP Lumira. These personas were based on 27 user interviews with both internal employees and local customers. I helped in making the interview scripts and materials, conducting interviews, and synthesizing the notes taken through storytelling and affinity diagramming. Furthermore, I helped create presentations and posters to communicate the research process and the findings.

2012 - 2014 **USER EXPERIENCE DESIGNER - SIMON FRASER UNIVERSITY**

As a user experience designer for two children's games I focused on creating detailed wireframes and workflows, creating finished mockups of the interfaces, synthesizing findings from user studies into changes to the interfaces, and working closely with developers and artists to create the games.

2013 **USER EXPERIENCE DESIGNER/RESEARCHER - FCV - VANCOUVER**

As a UX Designer/Researcher I conducted user studies and targeted research for various projects and communicated the information gathered. Specifically, I recruited participants for user studies, conducted user studies, and synthesized the results into reports and design suggestions. Furthermore, I created wireframes and journey maps to help communicate research findings and design recommendations to stakeholders.

2012 **DESIGN INTERN - EDHV - EINDHOVEN, THE NETHERLANDS**

I spent three months interning at an interdisciplinary design studio in the Netherlands that focuses on identity design. I was able to experience different aspects of a design process and work on a variety of projects. Specifically, I worked on logo creation, branding, research, physical prototyping, and graphic design.

2011-2012 **RESEARCH ASSISTANT - SIMON FRASER UNIVERSITY**

As a research assistant for a set of cards targeted at designers who create objects for children, I aided in user testing, card prototyping and mock-ups, and report writing.

2011 **TEACHING ASSISTANT - SIMON FRASER UNIVERSITY**

I was the teaching assistant for a third year design class at the School of Interactive Arts and Technology called Interactive Objects and Environments. My specific role in this class was to synthesize projects down to their core ideas and problems, and provide constructive criticism to students.

EDUCATION

2008-2013 **SIMON FRASER UNIVERSITY**

Graduated in June 2013 with a Bachelor of Arts from the School of Interactive Arts and Technology with a concentration in design.

VOLUNTEER EXPERIENCE

2012 - 2015 **TOUCHPOINT INTERACTION DESIGN CONFERENCE 2013 & 2015**

As one of the head coordinators for Touchpoint 2013 & 2015, a design conference in Vancouver, my role has been to lead the communication with attending firms and companies, organize the logistic details of the event, and help create conference packages and posters.

2015 **JUDGE - SIAT JAM**

SIAT Jam is a one day design jam where students only have a few hours to propose a solution to a design problem. As one of three judges, I assessed the solutions being presented and helped pick the winner of the jam.



VOLUNTEER EXPERIENCE

2014 **PRESENTER - VANCOUVER DESIGN WEEK**

As part of SFU SIAT DutchDesign and ItaliaDesign screening I presented a short talk about my internship experience in the Netherlands and the importance of designing "ugly" things.

Archidutch a mini documentary, that was accepted into a architecture film festival in Portugal, that I collaborated on with two other classmates was also shown at the event.

2009 - 2013 **GROUP LEAD AND MENTOR - SEATTLE DESIGN CHARRETTE**

As part of a three day design charrette in Seattle that happens twice a year, I lead groups of second year design students through an architectural and urban design tour. In addition, I provided feedback and support to the students to aid them with their projects.