

## About Me

Having a multicultural family across Europe and China has made me open minded as well as fluent in [French](#). I have a strong background in [Graphic Design](#), [Interaction Design](#) and [User Experience Design](#) from my studies in Interactive Arts and Technology at SFU. Being a 4th year student, my passion to explore and enthusiasm to learn in these fields has also grown every year. I am also enthusiastic about working with people while [volunteering](#) for events and other gatherings for the SFU community such as Orientation, Froshone, or the annual Open House.

## Technical Skills

Proficient	Working Knowledge	Basic Understanding
Adobe Illustrator Adobe Photoshop Adobe Indesign Audacity	Adobe Premiere Pro Adobe After Effects Processing Adobe Flash	Maya Cinema 4D

*I feel the most confident using Illustrator and Photoshop, as I have been using both programs for over 4 years, but I am also familiar with the rest of Adobe's Creative Suite, and all of the Microsoft Office programs*

## Design Concepts

Video	Graphic Design	UX Design
Storyboarding Analyse Narratives	Image Composition Design Principles	Wireframing Spatial Design
	Prototyping Cultural Probes	Personas User Testing

## Professional Experience

### Loud Crow Interactive - Assistant Designer

- designed and created marketing assets to promote new app launches:
  - app icons, screenshots with callouts, featured banners for Apple iTunes App Store, Google Play store
  - social media banners, promotional posters, email templates, activity sheets
- responsible for choosing and cutting up all audio for each 'appisode' created from Richard Scarry's BusyTown Mysteries

### Zella Hydro - Corporate Identity Designer

- designed and created corporate logo for Zella Hydro, Zella Holdings, and its subsidiaries
- created and designed various corporate business cards for each employee role

## Design Experience

### Interaction Design Methods Project - Team of 3

Group Roles:

- designed an interactive app prototype that increases our chosen social group's productivity
- used a several different design methods to further iterate final prototype of the product:
  - Examples of methods used: personas, scenarios, participatory workshops, cultural probes, informances

Personal Roles:

- research what the group was about: values, demographics, usual activities
- conduct user interviews when using a design method

### User Experience Design Project - Team of 5

Group Roles:

- analyse an existing interface and assess its needs and system requirements
- ideate improvements for the interface, in this case a website
- prototype 2 different re-designs (low-fidelity and high-fidelity for each design)
- evaluate the effectiveness of the new designs by conducting small user studies

Personal Roles:

- research into the current user group and potential user group(s)
- interview each user/note taking during each study,
- write parts of the reports every week

## Leadership and Team Experience

### Peer Mentor - Faculty of Communication, Art and Technology (FCAT)

2012

- assisted first year students in the transition from high school to university

*As a leader of a group of 5 new first year students, I supported them by sharing my personal experiences as well as answering any questions they had through emails, text messages, or face to face meetings. I also connected with them and made them feel welcome through various social events planned every month*

### TechTeams Leader - Volunteer Mentor

2010 - 2011

*TechTeams is a two-semester-long mentorship commitment that allows first year students to engage with senior students. Mentors and students share experiences and learn about what the school and what the faculty has to offer while socializing.*

- Planned and facilitated weekly meetings for first year students to attend
  - academic based and informative sessions: introducing Co-Op and building a successful portfolio
  - various social activities such as board games, video games, icebreakers
  - Promoted sessions by using various through social networking, word of mouth, and creating posters
- Strengthened my presentation and communication skills while interacting with the 3 other team leaders and group of 15 - 20 students attending

## Camera and Production Experience

### Director / Camera Operator

Summer 2010 / Spring 2013

*Simon Fraser University*

- Storyboarded, set up each shot and operated the camera, edited and produced 7 min short story to present online and in front of the class

### Volunteer Switcher / Camera Operator

2007-2009

*The Loft Church*

- One of the 3 rotated cameramen to film the pastor for the tv show "Discover Life" broadcasted on the Miracle Channel
- Assisted the director in switching camera angles in the video booth as well as choosing which angles to use

### Volunteer Camera Operator / Editor

2012 - Present

*Covenant of Life Ministries - Live Stream can be viewed at: <https://www.covenantoflife.org/col/streaming-video>*

Roles include operating the main camera every Sunday for a live streaming feed available worldwide, setting up and tearing down lights, wires and cameras, and editing footage for video on demand or commercials.

## Education

### Interactive Arts and Technology (SIAT) - Media Arts Stream

*Simon Fraser University*

- The school of interactive arts and technology is the leading faculty in Canada offering multidisciplinary and projects based school, focused on connecting programming, media, and design. Students learn to better understand relationships between people and technology, as well as create innovative and novel solutions for the future.

## Awards

### Silver Level Student Ambassador Program Award

2012

- Was awarded for exhibiting leadership and commitment and contributing to the growth of the campus community.

### Fun for a Change Bronze Winner

2011

- Was awarded the prize for creating a prototype of a project that encouraged people to participate in sustainable activities in a fun way. Fun for a Change is a global competition designed to introduce university students to the fun side of social innovation.