

# Andrew Tso

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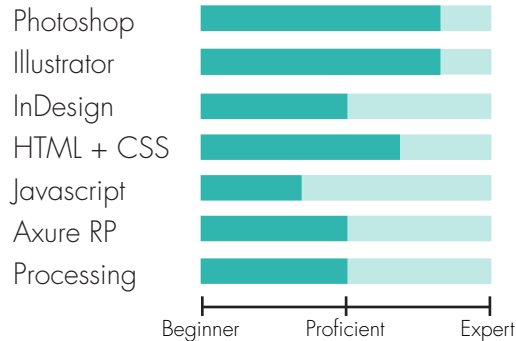


## Hello There!

I am a user experience designer with the desire to ideate and create visual mediums. My growing interest in technology along with being awarded outstanding graphic design student of the year has inspired me to take this path. With the users' needs in mind, my design practices involve ideation through sketching, prototyping, and refinement.

## Toolbox of Skills

### Technical Skills



### Design Knowledge

Wireframes/Mockups  
Heuristics Evaluation  
Usability Testing  
Persona Creation  
Web Design  
Presentation Slides  
Graphic + Print Design

## Work Experience

### Graphic Designer for Christ Church of China Jan. 2013 to Jul. 2014

I designed print and branding materials such as logos and posters to promote some of the church's annual events and conferences.

#### Tasks

- Created sketches and mockups of initial designs which incorporate English and Chinese.
- Communicated ideas and revisions effectively with clients via e-mail.

#### Results

Through this experience, I learned to manage my time accordingly and to work at a professional pace as I only had one to two weeks to complete each project.

## Design Experience

### Web Designer OpenBook Website 2014

As a project for a Web Design & Development course, I designed a responsive bookstore website which allows users to easily browse and purchase books on any device.

#### Tasks

- Came up with user task requirements, basic wireframe sketches and created a medium fidelity wireframe mockup using Axure RP for three different devices.
- Conducted usability tests with three users which involved asking them to complete two tasks and to provide feedback on the usability experience.
- Coded one complete website with HTML + CSS which utilizes grids.

#### Results

Through this project, I was able to gain familiarity with user experience in a web design context and improve my wireframing and programming skills from the prototyping process.



## Design Experience cont'd

### Interaction Designer Cineplex Mobile App Re-design 2013

As a project for a Human Computer Interaction course, my team of five and I re-designed the Cineplex mobile app in order to address the design inconsistencies along with improving the overall usability experience.

#### Tasks

- Conducted a heuristics evaluation and usability tests on the original app with five users which involved asking them completing three tasks and to provide feedback on the issues and their severity through open ended questions.
- Came up with user task requirements for the app re-design and created wireframe mockups using Illustrator and Photoshop.

#### Results

Through this project, I was able to learn and understand more about human computer interaction and its many benefits in improving usability and user experience.

## Community Involvement

### Children's Program Leader at Christ Church of China Sept. 2010 to Present

I volunteer for bi-weekly Saturday evening program where children from the neighbourhood come and enjoy two hours of learning, interaction, and sports games.

#### Tasks

- Assist children to read, understand, and memorize scriptures from their activity books.
- Lead sports games such as tug of war and relay races.
- Set up and put away chairs and tables before and after each program.

#### Results

Through this volunteering experience, I have been able to gain valuable leadership and interpersonal communication skills.

## Achievements

### SFU FCAT Undergraduate Conference Mar. 2014

- Presented body interface project to fellow and perspective undergraduate students and professors with two other team members.

### Dean's Honour Roll Apr. 2013

- 3.5 term GPA.

### Seattle Design Competition Nov. 2012

- Part of the winning team in a three day spatial design competition held in Seattle where a total of 12 teams took part in.

### Outstanding Graphics Student Award Jun. 2010

## Education

### Simon Fraser University, Surrey B.C. 2011 – Present

BSc, School of Interactive Arts and Technology (SIAT)

- This program focuses on interdisciplinary aspect of combining art, science, and technology in creating and designing effective digital and physical mediums.