

Greetings

I am an experienced designer applying myself through UX design, with 4 years of practical experience in techniques focusing on [usability testing](#), [task analysis](#), and [prototyping](#). I am able to enhance user experience using 2 years of strong programming literacy in [PHP](#), [JavaScript](#), [Java](#), [HTML](#), [CSS](#), and fair amounts of [C#](#).

Skills Exhibited

Design	Programming	Research Methods
Adobe:	HTML	Wireframing
Illustrator	CSS	Prototyping
Photoshop	PHP	User Research
After Effects	JavaScript	Usability Testing
InDesign	C#	Iterative approach
Premire	Java	Use Case modeling
SolidWorks	MySQL	
Unity		
Maya		
Cinema 4D		
Axure		

Practical Experience

Large Data Visualizer [Visual Analytics \(group of 2\)](#)

Spring 2015

I developed a visual representation of international trade after the remnants of world war two(1950 - 2000)

- The visualization was intended to simplify vast amounts of data available in international trade between countries to concentrate analysis by potential users such as historians or economists.
- I decided on relevant sample sizes filtering false/empty information with JavaScript to include only the largest active economies, to show international trade/ cooperation and how it shaped the world today.
- I scripted parts of javascript and jquery to animate the webpage to offer interactivity
- HTML and CSS was used as the main medium to allow the visuals of the data accessible and easy to understand efficiently.

Speaker Product Designer [UX/Product Design \(group of 4\)](#)

Fall 2014

I designed a modular yet functional bluetooth speaker capable of connecting to any mobile device.

- The speaker was constructed with week-long research conducted online and peer to peer to better understand the audience and design inspirations
- Solidworks was used to create the models allowing for rendering and quick iterations with the program's assembly features.
- Prototypes of the product with blue foam were invaluable in accessing usability and constraint in the design of the product.
- Creating blueprints and showcases in illustrator allowed for clear communication of the product and it's features.
- The product was made out of plaster and wood to show aesthetics through materials designed to appeal to the target user as well as environmental considerations.

Community Database Website Creator Client/Server Database Design

Spring 2014

I designed a database using MySQLi, PHP, HTML, JavaScript and Apache to store login information for a website and display accordingly

- Using PHP, the website can access the database to pull out information such as login details or stored information to make the website operational.
- To allow for more dynamic content, I programmed asynchronous pieces into the website through AJAX and JavaScript to access parts of the database to show without reloading the webpage for more efficient response in the website.
- Css allowed styling to better fit the website's theme in relation to the data
- Researching about the website's intention through online resources, I created the database to respond to the need for community dialouge on items in the databse.

Communicative Experience

Anime Revolution Volunteer Audio Visual and Customer Service

Summer 2014

I participated in the Anime Revolution Convention as a volunteer; dealing with sales, people management, and audio visual equipment handling

- Exemplary service to customers dealing with sales of products in an efficient manner allowed the convention to operate smoothly and efficiently
- Handling customers and inquiries allowed me to hone into the mindset of effective communication that relates how a designer and end-user would communicate.

Academic Background

Simon Fraser University
School of Interactive Arts and technology

2010 - Current

I am a senior undergraduate student in the School of Interactive Arts and Technology. SIAT offers project based assignments that relate directly to product design and [user interface/interaction design](#).

- Fosters team cooperation
- Reflects real life industry projects
- Strong front-end to back-end programming
- Simulates real end-user constraints and expectations
- Multi-concentrations in media, system design, and UI/UX design
- Networking and guest lectures with real industry professionals

Interests

My interests primarily lie in experience design with everyday products. The goal I want to contribute to others is to be able to create something that can elevate everyday living. I feel there is so much that technology can do to make life a much more fun experience whether inside the home or outside.

Stories in gaming also let's me experience different viewpoints. Connecting that feeling to what everyday life could be influences my design and love for designing for others. I also enjoy Japanese culture and in particular anime and it's ability to show story in such vivid detail.