



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 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 - 2013 **TOUCHPOINT INTERACTION DESIGN CONFERENCE 2013**

I was one of four organizers for an interaction design conference hosted by the School of Interactive Arts and Technology. My role in the organizing committee was to oversee all of the logistical planning. My responsibilities included creating conference packages and signage, room and equipment booking, and organization of catering.