

## Experiences

### Vancouver Coastal Health

Multimedia Designer

September 2022 - September 2023

Led research and design for CYMHSU, developing a triaging system website for clinic intake. The insights prompted a re-evaluation of the organization's website and sitemap. Collaborated with clients like RHHEP and ACT, creating educational materials to enhance practitioner skills.

### S.U.C.C.E.S.S. BC

UX Researcher

May 2022 - August 2022

Performed a design evaluation of the S.U.C.C.E.S.S. website using HCI methodologies, specifically studying how new immigrants navigate the site. Held user studies to assess the website's alignment with audience needs.

### SFU Faculty of Communication, Art & Technology

Workshop Facilitator

September 2021 - April 2022

Designed and led an introductory Graphic Design Workshop for elementary students in the Nechako Lakes School District (SD91), utilizing communication and presentation skills to convey complex design concepts effectively.

### SFU School of Interactive Arts & Technology

Education Outreach Co-op

September 2021 - April 2022

Connecting SIAT with BC high schools and the broader community through outreach, workshop visits, and events. Expanded recruitment to include Indonesian students, resulting in a 180% increase in outreach. Designed graphic elements and merchandise for SIAT.

### VanDusen Botanical Garden

UX Researcher

January 2022 - April 2022

Conducted user research and design ethnography to identify client and customer problems. Resulting in a design intervention that increases brand engagement with youth through an activity-based educational model.

## Skills

### Design

Product Design

Visual Design

Art Direction

UI Design

UX Research

User Research

User Persona

Interaction Design

Wireframing

Prototyping

### Tools

Figma

Adobe CC

HTML/CSS

Javascript

Framer

InVision

Sketch

Maya

## Education

### Simon Fraser University

2018 - 2023

Bachelor of Arts in Interactive Arts and Technology, Communications Minor; Co-operative Education

## Academic Projects

### SoundCloud

Project Manager (Fall 2022 – 6 Weeks)

Researched and designed an audio-based discovery and friend-to-friend recommendation for SoundCloud to help users find new music easily in the platform.

### Amsterdam Sinfonietta

Art Director (Fall 2022 – 5 Weeks)

Led Art Direction for Amsterdam Sinfonietta's Bosch Requiem 2022, creating a visual identity that translates into an expressive microsite for users to explore the complex themes of the Requiem.