

Renate Danhondo

UX Researcher/Designer

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PROFILE

Eager and passionate UX researcher/designer with a background in front end development that loves to create user centered designs that are not only visually appealing, but functional. I love to leverage my technical and cross collaboration skills to translate complex ideas into intuitive and simple designs. Really excited to contribute to creating impactful, client-centered products through thoughtful design and collaboration.

EXPERIENCE

Manulife

UX Researcher

Feb 2025 - Aug 2025

Conducted stakeholder interviews to define research goals and expectations, ensuring alignment across teams

Developed a detailed research plan, including methods, recruitment strategy, and timelines, accelerating project kickoff.

Created and iterated on interview guides based on evolving stakeholder needs

Conducted remote user interviews via UserTesting and moderated live sessions to gather in-depth information

Synthesized findings into clear, actionable insights and recommendations for stakeholder

Led the end-to-end UX research and redesign of 2 dashboards

Designed and prototyped interactive Power BI-inspired dashboards in Figma

Sun Life

Innovation Developer

Aug 2021 - Jul 2023

Managed/coordinated small to medium prototypes from ideation through planning, requirements, construction, and presentation.

Facilitated and participate in Design Thinking workshops and hackathons within the team to produce innovative user centered solutions to client pain points.

Collaborated with various business teams within Sun Life to gain a deeper understanding of project requirements.

Ensured that solutions met both business and technical requirements, including performance, maintainability, and stability.

Diffraction Limited

Application Programmer

Jun 2020 - Aug 2020

Upgraded the MaxIm DL software to compile on the latest version of Visual Studio

Refactored from a toolbar system to a ribbon bar system

Assisted with the implementation of a new user interface for the new release of the MaxIm DL software

PROJECTS

Virtual Pharmacy

UX Researcher

May 2025

Led a UX research initiative to uncover why adoption and utilization of a virtual pharmacy platform remained low. Partnered with stakeholders to identify behavioural patterns, pain points, and unmet customer needs, translating insights into actionable recommendations that informed strategies to improve awareness, conversion, and retention.

GB Sponsors

UX Researcher

May 2025

Contributed to a UX research initiative focused on improving the sponsor experience within the Group Benefits implementation process – a critical stage impacting both clients and internal teams. Partnered with stakeholders to uncover pain points, facilitate alignment workshops, and co-create a target state journey map and service blueprint that streamlined workflows and enhanced sponsor satisfaction.

Emerge

UX Researcher/Designer

Sep 2023

CAPSTONE PROJECT

Created and designed (Figma) an education and communication app for introverted professionals, to give them more confidence about their communication skills and career progression.

EDUCATION

BrainStation | Diploma, User Experience Design

JAN 2023 - SEP 2023, TORONTO, ON

University of Guelph | Bachelors in Computing

JAN 2016 - APR 2021, GUELPH, ON

SKILLS

User Research	User Testing	UI Design	Design Thinking
Wireframing	Prototyping	Responsive Design	Figma
Mural	Dovetail	JIRA	Agile Methodology