

EDUCATION

University of Waterloo / Systems Design Engineering BASc

2023 - 2027

Courses: Intro to Design, Human Factors in Design, Customer Experience Design, Data Structures and Algorithms, Design, Systems, and Society

EXPERIENCE

Product Ops Co-op / Citylitics

May 2025 - Aug 2025

Designed and prototyped client facing dashboards to aggregate sales data for 100+ leading infrastructure owners by improving data visualization, table navigation, and UI consistency.

Established a dashboard style guide to standardize components, colour systems, and layouts to reduce design and development time by 20% and ensure scalability.

Authored Spec Docs and Confluence guides for 6 unique dashboards, driving alignment across Product and Engineering and reducing design-to-development handoff friction.

Product Design Lead / PetMap

Sept 2024 - May 2025

Leading cross-functional design team, collaborating with developers and product managers to ensure seamless alignment between design, development, and business goals.

Spearheading the end-to-end design and prototyping process using Figma, creating wireframes and user flows to connect students with dog owners to strengthen community bonds and enhance mental well-being.

UX Designer / City of Hamilton

Sept 2024 - Dec 2024

Led user research project for the Business Recognition Program, conducting 15+ user interviews and surveys to understand the needs of local businesses, improving program adoption by 60%.

Redesigned the internal mailing system dashboard using Figma, streamlining navigation and information hierarchy, which reduced task completion time for employees by 40%.

UI/UX Designer / Ontario Ministry of Labour, Training and Skills Development

Jan 2024 - Apr 2024

Facilitated financial service web platform redesign catering to service providers, improving accessibility to real-time financial data and simplified submission processes for reports by 25% using wireframes, interfaces, and Figma prototypes.

Conducted 10+ user interviews, moderated testing, and contextual inquiries to identify user pain points and validate design usability, resulting in streamlined user experiences and satisfaction.

COMMUNITY

Design Lead / UW/UX

May 2024 - May 2025

Leading design efforts of 12-member cross functional team across in-person Hackathons, reaching over 150 participants.

Developing and improving existing brand by designing illustrations and visual media, resulting in cohesive brand identity and seamless user experience.

Head of Design / Celebrasians

Aug 2021 - May 2023

Developed visual branding, logo, and created 55+ promotional material using Illustrator and Photoshop. Collaborated with international organizations such as Radio Television Hong Kong, reaching over 3 million listeners.

SKILLS

Tools Figma, FigJam, Sketch, Adobe Creative Suite, Webflow, Wordpress, Excel, Miro, Confluence, Usertesting.com

Design Visual design, Product Thinking, User Research, Prototyping, UX Design, UI Design, User Flows, Usability Testing, Accessibility, Wireframes, Agile

Development Java, Python, C++, HTML/CSS, React