

EDUCATION

University of Waterloo / Systems Design Engineering BASc

2023 - 2028

Courses: Human Factors in Design, Customer Experience Design, Data Structures and Algorithms

EXPERIENCE

UX Designer / Miovision

Jan 2026 - Apr 2026

Led end-to-end design of the deployment experiences for video recording data collection devices, unifying office-to-field workflows to reduce friction and inform product roadmap strategy impacting 2,000+ customers globally.

Improved design system by standardizing 5 core components during a transition to a new design system framework using atomic design principles, improving UI consistency and reducing development handoff friction.

Conducted user research and traffic industry analysis to define key personas and workflows, identifying implications for user needs, operational workflows, and future product opportunities.

Product Co-op / Citylitics

May 2025 - Aug 2025

Designed, developed, and shipped frontend analytics dashboards and an AI-powered chatbot to aggregate predictive sales intelligence for 100+ leading infrastructure owners, 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.

Product Design Lead / PetMap

Sept 2024 - May 2025

Spearheading design team to lead 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.

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

Program Designer / City of Hamilton

Sept 2024 - Dec 2024

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

Product Designer - Mississippi Farm to School Network / UW Blueprint

Jan 2026 - Present

Designing end-to-end admin experiences for the Mississippi Farm to School Network, including farm management and approval workflows, connecting farmers with schools to bring students fresh local produce.

Building 30+ design system components, establishing scalable and consistent UI patterns across the platform in collaboration with designers and product managers.

Design / UW/UX

May 2024 - May 2025

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

SKILLS

Tools and Softwares Figma, Adobe Creative Suite, Origami, Jira, Pendo, Confluence, Miro, Claude, Cursor, AMP, HTML/CSS, Java, Python, C++, React

Design Product Thinking, UX Design, Interaction Design, Design Systems, User Research, Prototyping, UI Design, User Flows, Usability Testing, Accessibility, Wireframes, Graphic Design, Brand Identity, Agile