

VICTORIA GEE

Dual U.S. & Canadian Citizen

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SKILLS

Technical: Figma, SolidWorks, AutoCad, Fusion360, C++, HTML, CSS, JavaScript, Tableau, MATLAB, Microsoft Excel

Project: Scrum, Confluence, Asana, Notion, User Experience, Prototyping, Oral Communication

EDUCATION

University of Waterloo

Expected: April 2029

BASc in Systems Design Engineering, minor in Management Sciences

Waterloo, ON

- Relevant Coursework: Digital Computation, SolidWorks, Communications (Oral, Written, & Visualization), Organizational Design and Technology

EXPERIENCE

UI Developer

Jan. 2025 – Present

Dundas Life

Toronto, ON

- Designed and implemented a professional, user-centric wealth planning services website in **Figma** and HighLevel by conducting a thorough **competitor analysis** to create a digital presence for a **new customer segment**
- Transformed landing pages on Webflow by utilizing the site builder alongside custom **HTML, CSS, and JavaScript** to reduce customer information synthesis time by 35%
- Built a scalable megamenu header to **boost SEO and streamline user navigation**, improving discoverability and engagement

Operations Lead

Oct. 2024 – Present

Waterloo Aerial Robotics Group

Waterloo, ON

- Researched and liaised with sponsors to **source essential resources** for manufacturing and project management, guaranteeing high-quality products
- Secured over \$10,000 in funding and expanded team membership by 15% by **presenting proposals** to sponsors and **leading recruitment efforts** at open houses and events, strengthening the team's resources and talent pipeline
- Streamlined internal purchasing procedures by identifying and removing bottlenecks, **reducing procurement cycle time by 30%** and enabling faster resource acquisition

President, Drive Coach

Sep. 2020 – June 2024

FIRST Robotics Competition Team 1257

Scotch Plains, NJ

- Organized the season schedule of a 100-plus person FRC team by coordinating all tasks within a **20-person leadership team** to expand communication, success, and efficiency
- Constructed and integrated a new **team organization structure** based on team reflection, stakeholder input, and existing corporate hierarchies that streamlined workflow and led to a **3 week cut in manufacturing time** after two iterations
- Instructed the drive team by making **strategic decisions in real-time** and collaborating with other teams to win matches

PROJECTS

Ticketmaster Case Study

Jan. 2025 – Feb. 2025

- Optimized Ticketmaster's ticket-buying flow in **Figma** by identifying UI pain points, designing wireframes, and implementing navigation and transparency improvements to reduce purchase time for users by up to 25%

Universal Clothes Hanger

Oct. 2023 – June 2024

Grade 12 Engineering Design Capstone

- Designed and prototyped a universal clothes hanger, conducting **product analysis** and mechanism research to develop an innovative solution for holding all clothing sizes and shapes
- Visualized and engineered the design solution by creating **concept sketches** and modeling feasible solutions in **AutoCAD** and **Fusion360**, iterating on design elements to increase functionality
- Fabricated and presented a **functional prototype** using 3D printing and acetal plastic tubing, showcasing the complete **engineering design process** to stakeholders and earning recognition from the New Jersey Commissioner of Education