

Profile

I'm a user-centred design advocate and design thinking practitioner who leverages data and insight to craft meaningful user experiences for games, native mobile, desktop, and web platforms.

Experience

UI Designer

Microsoft

Nov 2022 - Present

- Designed new generative AI experiences for Bing SERP and Chat, contributing to visual design system library, generative search principles, and guidelines.
- Led design efforts for a new global nav system for Bing.com, collaborating closely with cross-functional teams to ensure scalability & coherence across verticals.
- Built a scalable design system library for Fluent Capture feature used across Skype, Teams, Stream, GroupMe, and Flip to streamline design & engineering processes.
- Worked on overseeing visual coherence across Microsoft's web experience services (i.e. Bing, Start, Edge, Shopping, and Copilot).

UX/UI Designer

IBM

Sep 2021 - Aug 2022

- Led design of large-scale project management platform, collaborating with cross-functional partners to ideate, iterate, and ship pixel-perfect designs for production.
- Conducted comprehensive usability tests & user interviews, leveraging qualitative and quantitative data to validate designs and align cross-functional stakeholders.
- Worked with IBM Carbon design system to re-design internal & external IBM sites, optimizing responsiveness & adherence to WCAG 2.1 accessibility standards.

UX Design Lead

Ergonomyx Technologies

Canada Inc.

Sep 2018 - Sep 2020

- Led a cross-functional team of designers, engineers, and analysts, to guide product design of web-app, mobile apps, and responsive e-commerce website.
- Designed low to high-fidelity prototypes for iOS, Android, and desktop, ensuring fluidity of interactions and consistency in visual design across all platforms.
- Established consistent design system (120+ components), language, and brand.

Education

University of Toronto

Master of Information, User Experience
Design Concentration (3.97 GPA)

2020 - 2022

Skills

UX Design

Strategy, usability testing, personas, journey mapping, heuristic evaluation, user research, user interviews, card sorting, IA, data analytics, A/B testing.

University of Victoria

Bachelor of Commerce, Entrepreneurship
Specialization (3.90 GPA)

2014 - 2019

UI Design

Wireframing, prototyping, responsive design, visual design, motion design, 3D modeling.

Tools

Figma, Sketch, ProtoPie, Adobe XD, Photoshop, Illustrator, After Effects, Unreal Engine 5.

Awards

1st place (340+ teams)

Adobe + Southwest Creative Jam

Certifications

IBM Enterprise Design Thinking

Practitioner, Co-Creator, Team Essentials for Artificial Intelligence.