

SUMMARY

I'm a UX/UI Designer focused on making complex, data-heavy systems feel simple. With 3 years of experience in research, prototyping, and usability testing, I design interfaces that help people navigate sensitive information with clarity and confidence. My strengths lie in curiosity driven problem-solving, turning complex workflows into intuitive product experiences.

KEY SKILLS

Discovery & Research	Design & Strategy	Collaboration & Handoff
• User Research & Personas • Competitive Audits • Usability Testing • Information Architecture	• Figma (Auto Layout, Components) • Adobe Creative Suite • Human-Machine Interface (HMI) • Accessibility (WCAG)	• Agile/Scrum • Cross-Functional Collaboration • Stakeholder Management • Workshop Facilitation

WORK EXPERIENCE

Freelancer UX/UI Designer Calgary, AB Feb 2024 - Feb 2026	• GeologicAI CoreScan Redesign: Led the iterative GUI design for the CoreScan hardware interface, optimizing the human-machine interaction for embedded industrial equipment. Mapped complex operational workflows to develop stage-based touch screens, reducing cognitive load and physical error rates for hardware operators • Coreva Fitness App: Designed an end-to-end fitness app featuring an AI workout coach that curates the user's fitness journey. Created user flows, onboarding, and dashboards that unifies workout and meal logging for simplified user engagement • Idextrus Website: Spearheaded a responsive website redesign across desktop and mobile. Streamlined navigation across 10 pages+ and elevated brand visibility
Nutrien UX/UI Designer Calgary, AB Jan 2023 - Dec 2023	• HomeSafe Product Enhancement: Led the design of new operating standards features, guided by usability testing and stakeholder feedback. These improvements replaced complex legacy workflows and resulted in a 60% increase in user engagement and universally positive feedback from stakeholders and users • Research & Testing: Conducted user interviews and usability testing to validate design decisions. Synthesized findings into clear, actionable reports for stakeholders • Design Enablement: Hosted monthly internal UX design training webinars by creating slide decks, co-facilitating sessions, and leading live Q&A
Fresh Co. Department Team Lead Brampton, ON Oct 2016 - Oct 2020	• Led a department team in a fast-paced, high-volume environment, consistently meeting shift goals while delivering friendly, solutions-focused customer service • On-boarded and trained new employees, setting them up for efficient and confident independent work • Stepped into shift manager responsibilities, keeping operations running smoothly under pressure and maintaining a safe, open environment for both staff and customers

VOLUNTEER & TRAINING

Outward Bound Canada Youth Career Catalyst

Bragg Creek, AB
Jun 2026 - Aug 2026

- Selected to participate in a 26-day skill development program focused on employable skills, including leadership, communication, and decision-making skills
- Completed a 12-day backcountry expedition through Kananaskis, navigating up to 15 km daily while carrying a 50 lb pack across varied and demanding terrain
- Completed a month-long support work experience, assisting with camper needs, handling cabin upkeep, and supporting a welcoming, well-kept camp environment

UX Camp YYC 2026 Volunteer

Calgary, AB
Feb 2026

- Selected to support operations for Calgary's largest UX conference, ensuring seamless event flow for speakers and attendees
- Facilitated Q&A sessions by managing audio logistics and assisted with timekeeping to maintain the event schedule
- Provided on-site guidance to attendees, contributing to a positive and organized conference experience

NatHacks 2025 UX/UI Designer & Map Artist

Edmonton, AB
Nov 2025

- Collaborated in a team of 5 to build an adaptive memory game that modifies difficulty based on real-time brainwave data (EEG) using Neuropawn
- Designed and implemented the game's UI and environmental maps, translating complex neuroscience metrics into an engaging, gamified student experience
- Learned and utilized Unity and Git within a 64-hour timeframe to integrate visual assets directly into the development pipeline

EDUCATION

Applied UX Design S.A.I.T

UX Certificate
Calgary, AB
Sept 2025 - Dec 2025

- Planning and conducting user interviews
- Synthesizing insights into clear problem statements
- Facilitating collaborative ideation workshops
- Prototyping and iterating Figma designs
- Running structured usability tests

Graphic Design Humber College

Advanced Diploma
Toronto, ON
Sept 2018 - Dec 2022

- Completed courses in:
- Experience Design
 - Typography
 - Design Research
 - Web Technology

CERTIFICATION

UX/UI Designer Professional Certificate – UXcel (2026)
First Aid Certificate Intermediate with CPR Level C – St. John (2026)
Field Leader Overnight Hiking Certificate – Outdoor Council of Canada (2026)