

# Stephanie Lin

UI/UX Designer

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## EXPERIENCE

**Rangle.io** / Design Intern

Sept 2018 - Present

- Work closely with the design team to deliver user flows, wireframes, and prototypes
- Ideate concepts and create lo-fi/hi-fi mockups for client projects

**Human-Computer Interaction Lab** / Designer and Researcher

May 2018 - Aug 2018

- Designed high-fidelity interfaces for a research project that is developing teachable robots to enhance student curiosity
- Assist in user research in the form of affinity diagrams and user interviews

**BlackBerry** / Interaction Design Intern

Sept 2017 - Dec 2017

- Designed interfaces for BlackBerry's Android devices as well as their Hub+ apps
- Collaborated with the UX design team on concept development, competitive analysis and trends research
- Worked closely with developers and project managers to deliver wireframe iterations
- Created transition animations, iconography, and UX specifications

**Renison University College** / UI/UX Designer

Jan 2017 - Apr 2018

- Designed websites and apps for various faculty research projects
- Created animations and provided graphic design assets including logos and illustrations

**Ontario Institute for Cancer Research** / Content Editor and Themer

Jan 2017 - Apr 2017

- Responsible for design deliverables such as user scenarios, site maps, and data models
- Transformed design mockups to HTML/CSS, jekyll liquid templates

## EDUCATION

**University of Waterloo**

Candidate for B. Math, Honours

Fine Arts Studio Minor

Computer Science Minor

Sept 2014 - Aug 2019

## SKILLS

### Design

User Experience, Visual Design, Interaction Design, Web Design, Branding

### Tools

Photoshop, Illustrator, Indesign, After Effects, Adobe XD, Figma, Sketch, Invision

### Programming

HTML/CSS, JavaScript, Jekyll, C, C++, Python

## ACTIVITIES

### Women in Computer Science

Graphic Designer

Created promotional material including posters and banners to advertise campus wide events