

Education

University of Waterloo

BASC – Systems Design Engineering

2023 – Present

Waterloo, ON

Skills

Design

Wireframes

Prototypes

Visual Design

User Flow Design

Design Systems

Interaction Design

Accessibility

Research

User Interviews

Competitive Analysis

Usability Testing

Heuristic Evaluation

A/B Testing

Tools

Figma

Adobe Creative Cloud (Ai) (Ps) (Id)

Framer

Claude Code

Codex

Enterpret

Mixpanel

Snowflake

Oculus

Jira

Development

Javascript/Typescript

React

HTML/CSS

Python

MATLAB

Work Experience

Product DesignerSeptember 2026 – December 2026

BitGoToronto, ON

Conduct competitive UX audits on competing crypto trading platforms, comparing first-time trading flows and features to identify gaps for BitGo’s trade platform redesign.

Analyze Snowflake client data, Mixpanel behavioural data, and Enterpret feedback to identify trading pain points and feature opportunities for the product roadmap.

Collaborate with lead product manager on Prime/Trade team to interpret client data and present user research findings, guiding redesign planning.

Utilize AI to explore trade flows and pressure-test edge cases, building high-fidelity Figma prototypes to address friction in feature discovery and trade execution.

UX DesignerJanuary 2026 – April 2026

Ontario Ministry of Transportation (MTO)Toronto, ON

Designed HCMS correspondence flows for forwarding and clarification, resolving edge cases and workflow gaps to clarify stakeholder tasks and define feature scope for product team.

Redesigned OINP UI layouts and consolidated icon system from 50 variants to 25 standardized icons, applying visual hierarchy, spacing, and accessibility principles.

Applied WCAG 2.0 Level AA guidance and role-based use cases to standardize reusable components in the HCMS Figma design system, reducing design turnaround time.

UI/UX DesignerMay 2025 – August 2025

LumetoToronto, ON

Improved nursing workflow accuracy by designing VR charting interface in Figma, using clinical task flows and engineer collaboration to translate assessment and care plan workflows into VR.

Redesigned Scenario Designer feature through user research, wireframing, and prototyping, optimizing usability for instructors building VR simulations.

Conducted heuristic evaluations and competitive analysis on VR training tools, using affinity mapping to identify UX gaps for Lumeto’s simulation editor.

Reduced simulation setup time by 30% by introducing cohort grouping features and UX-driven workflows that simplified backend data flows for instructors.

Product DesignerSeptember 2024 – December 2024

ReboundDubai, UAE

Expanded Rebound’s marketplace by leading design of Finished Goods feature, conducting user research, mapping buyer/seller flows, and creating high-fidelity prototypes, supporting broader user demographic.

Increased user engagement by 25% by designing mobile-responsive mockups for Rebound’s desktop platform, improving layout adaptability, visual hierarchy, and cross-device usability.

Projects

Evacue MockupFigma, End-to-End Case Study

Designed end-to-end Figma prototype that unified emergency contacts, resource tracking, and live updates through clear visual hierarchy and interaction design.

Ran user interviews, app evaluations, and iterative usability testing that informed design improvements, increased navigation efficiency and engagement by 34%.