

# Monica Moore

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## Skills

- ⚡ Design knowledge: user research, interface design, personas, prototyping, wireframing, usability testing, responsive design
- ⚡ Tools: Sketch, Photoshop, Illustrator, Balsamiq, InVision, Microsoft Visio, Github
- ⚡ Development: HTML, CSS, Stylus, Javascript

## Experience

### User Experience Designer

Green Brick Labs May 2017 - Present

- ⚡ Primary UX Designer on a multi-year web-based project for a client in the cryptocurrency space
- ⚡ Responsible for successful site redesign, where navigational time was greatly reduced, the signup flow was streamlined, and the prominence of conversion points was increased
- ⚡ Present design work to the client to gather feedback and gain final approval
- ⚡ Develop front-end of designs with HTML and CSS

### UI/UX Designer

PlayStation Network Jan-Apr+Sept-Dec 2015

- ⚡ Designed prototypes for new PlayStation Store features across multiple platforms, using PhotoShop, Microsoft Visio, and InVision
- ⚡ Regularly applied design techniques such as persona creation, user research, rapid prototyping, and user testing
- ⚡ Improved PlayStation Video app navigation by analyzing user testing results and designing solutions

### UI Developer

OMERS May-Aug 2014

- ⚡ Styled pages for an internal software using CSS
- ⚡ Created buttons and icons using Photoshop

## Projects

### Busypoint

4th Year Design Project Sept 2016-Apr 2017

- ⚡ Lead designer and project manager on 8 month project to build an image processing system that detects wait times at businesses and relays the real-time information to users

### Safety Check

3A Design Project May-Jul 2015

- ⚡ Designed a personal detection system that senses toxic gases in the workplace and notifies workers of severity, location, and history via a mobile app

## Education

### BASc, Systems Design Engineering Option in Management Sciences

University of Waterloo 2017

Relevant courses: Human Computer Interaction, Interface Design, Human Factors in Design, Engineering Design, Cognitive Ergonomics

### Study Abroad Semester

Universidad Carlos III de Madrid Jan-May 2016

## Extracurriculars

### UW/UX President

Organized events and workshops for a large club of UX-minded students for 2 years

### Women in Engineering and Science Design Competition Mentor

Mentored a Grade 9 student through her design in a month long competition held by the Toronto Rehab Institute

*I also love to travel (Madrid is my favourite), cook yummy meals, curl up with a good book, capture photographs, chow on AYCE sushi, and stay fit.*