

Monica Moore

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Skills

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

Experience

User Experience 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 CSS3
- ⚡ Created buttons and icons using Photoshop

Content Developer

Maplesoft Sept-Dec 2013

- ⚡ Authored university level physics and calculus questions and solutions for textbook companies
- ⚡ Designed algorithms to create variation in complex math problems

Project Coordinator

CAP Management Services Jan-Apr 2013

- ⚡ Managed a team of 10 field workers performing QA on the construction of the Hanna Region Transmission Development project

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, Human Factors in Design, Engineering Design, Design Workshop, 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

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.