Hello! I'm Emily, a **visual & UX/UI designer** with a fascination for human behaviour and an ambition to tackle new challenges. I am detail-oriented and curious-minded, working efficiently and productively while juggling multiple streams of work.

.ec
emily cheung

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EDUCATION

SEPT 2014 - AUG 2020

Simon Fraser University, Canada

Bachelor of Arts (Distinction), UX/UI Design Concentration
School of Interactive Arts + Technology (SIAT)

Undergraduate Open Scholarship (2015)
Dean's Honour Roll (2015, 2017)

Minor in Print + Digital Publishing

TECHNICAL SKILLS

Illustrator / Photoshop / InDesign / Lightroom / After Effects / Adobe XD / Premiere Pro / Sketch / Axure RP/ InVision / Flinto

*Experience with HTML, CSS, Java (Arduino + Processing)

VISUAL + UX/UI DESIGN EXPERIENCE

CREATIVE ASSOCIATE (INTERNSHIP)   SEPT 2020 - PRESENT
TEALEAVES

Working closely alongside the Creative and Business Development Teams to craft 5 sales decks, aligning with TEALEAVES brand identity, for prospective clients in order to drive partnership & collaboration opportunities. My role on the Creative Team focuses on e-commerce, web design and visual design, with work varying from designing email newsletters, digital materials for social media, bringing UX design-thinking into the website, and assisting with the Shopify webstore.

PRODUCT DESIGNER, QUICKBOOKS (CO-OP)   JAN - APR 2020
Intuit Canada

Took a leading role in organizing 7 user sessions for QuickBooks, a software that helps small business owners manage their business accounting & payroll. I was **responsible for crafting exploratory mockups, scheduling user sessions, developing a user session guide & Learning Plan document**, as well as **synthesizing and presenting the findings to the product team**. Over 4 months, I collaborated with designers, product managers, QA and content strategists on 3 projects. My contributions helped the team uncover new insights about their customers while demonstrating my ability to juggle multiple streams of work without compromising on the quality.

UX DESIGN STUDENT, MOBILITY SOLUTIONS (CO-OP)   SEPT - DEC 2018
BlackBerry

Administered a leading role in **detailing over 10 different visual and interaction design specs for the development team that ensured my design decisions were accurately communicated** and implemented prior to product launch. Throughout the term, I consistently showcased deep knowledge in various areas under the User Experience umbrella such as interaction, visual and research that contributed to high quality, user-centered design work.

VISUAL + UX/UI DESIGNER, MANULIFE FORWARD (PROJECT)   APR 2018
IAT 438 - Interactive Objects and Environments

Created wireframes, mockups and prototypes for a hypothetical client, Manulife Financial, that allows customers to access their health insurance and make insurance claims on a mobile app. I was **responsible for the visual design, justifying design decisions such as typography, colour and illustration choices that demonstrated critical-thinking and attention to details**. As a result, the panel of industry professional critics were impressed by the amount of thoughtfulness and care behind the visual/UI design. This project was nominated as a **student finalist at the 2018 VanUX Awards**.

JR. UX DESIGNER, PRODUCT + TECHNOLOGY TEAM (CO-OP)   JAN - AUG 2017
Big Room Inc., the .eco Registry

Worked in a fast-paced start-up environment during pre-launch and launch period, I managed the redesign of the .eco website. I was **responsible for organizing and facilitating team meetings, conducting user-testing sessions, creating wireframes, mockups and prototypes to improve the customer's purchase experience**. I was also involved in the visual design of print & marketing materials (business cards, brochures, iconography) and tinkered in the website HTML/CSS using the GitHub platform.