

Experience

Zenhub Senior Product Designer

Worked as the primary designer for the Engagement and Retention team where, in collaboration with the Product Manager and Engineers, I delivered multiple features to help users have a better experience and continue using our products.

Collaborated with the design team to implement new processes and improve the ones already established. Mentored a new junior designer and helped her succeed in her first couple of projects.

Mar 2022 to Apr 2024

PlentyOfFish Media Product Designer

Worked as primary designer for a handful of different teams within the company such as Retention, Growth, Revenue, and Payments. In collaboration with each product manager, I owned and executed design solutions from ideation to implementation.

Facilitated brainstorming sessions and helped conceptualized recommendations for other teams such as Core and Live Streaming.

Collaborated with cross-functional teams to deliver solutions based on user research, competitive analysis, in-house data, team ideations, best practices, and human-centered design.

Delivered ready-to-build designs for mobile and web platforms from minor projects to more in-depth end-to-end ones. Took part in the mentorship and onboarding process of some of our new product team members like designers and Jr Product Managers.

Feb 2016 to Dec 2021

Education

Art Institute of Vancouver

Int. Design Diploma

Dribbble

Scaling Design Systems Course

Skills

Product Strategy, User research, Data analysis and Iteration, Usability Testing, User Flows, Wireframing, Prototyping.
Problem solving, Decision Making, Teamwork

Tools

Figma, Miro, Loom, Notion, Adobe Illustrator and Photoshop.
UserTesting.com, UsabilityHub, LookBack, MixPanel, ProductBoard.