

Natalie Tan—UI/UX Designer

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Experience

Graphic Design Intern—Royal Bank of Canada (RBC)

May 2022 - Present

Redesigned the Technology & Operations Design Hub to make it more intuitive and easier to navigate. Generated wireframes and mockups using Figma. Conceptualized and designed infographics to explain key strategic initiatives to help increase a website's traffic and engagement.

UI/UX Designer—Develop For Good

Jan 2022 - May 2022

Volunteered with a team of designers and developers on a website redesign for the client, Sierra Project Foundation. Collaborated on a site map, visual branding, wireframes and high-fidelity prototype.

Hackathons

UI/UX Designer—UI Designathon

Mar 2021

Created an interactive mobile mockup to help combat student burnout using Adobe XD. Applied feedback from design critiques by the judges.

UI/UX Designer—Hackville 2021

Feb 2021

Produced a high-fidelity prototype and implemented design solutions to problems. Adhered to the institution's branding for consistency with the current website.

Community

Sheridan IXDA—Peer Mentor

Sept 2020 - April 2021

Interaction Design Council—Student Representative

Feb 2020 - Feb 2021

Education

Honours Bachelor of Interaction Design—Sheridan College

Sept 2019 - Apr 2024 (Expected)

Skills and Tools

Prototyping	Adobe XD
Wireframing	Figma
Design Thinking	HTML/CSS
User Research	Illustrator
User Flows	Photoshop
Visual Design	JavaScript
Storyboarding	p5.js
Usability Testing	Cinema 4D

Certifications

TCPS 2: CORE Certificate in Research Ethics—Government of Canada

Sept 2020

Certificate in Creativity & Creative Problem Solving

Sept 2019 - Apr 2022 (Expected)

Awards

UI Designathon

First Place

Hackville 2021

Third Place

AthenaHacks 2021

Best Entertainment Hack (Sponsored by Disney)

Adobe + A&E Networks Creative Jam

Finalist