1	Experience		
		Product Designer Daybreak · Contract 1.2022 - 4.2022	Designed digital products, brands, and websites for startups in the EdTech, social impact, and Web3 spaces. Maintained communications with clients and stakeholders from discovery to launch.
		Teaching Assistant Simon Fraser University 5.2021 - 12.2022	Conducted office hours and technical workshops for students in IAT 100: Graphic Design and IAT 235: Information Design. Critiqued the strategy, execution, and communication of weekly design projects in individual, team, and classroom settings.
		Product Designer Curiko · Contract 1.2020 - 5.2020	Led the research and design of a new mobile app for Kudoz, a community learning platform for youth and adults with cognitive disabilities. Facilitated a co-design workshop, conducted user interviews, wire-framed and tested user flows, and delivered an interactive prototype for V1 of the app.
		UX Researcher Kudoz · Fellowship 5.2019 - 8.2019	Coached neurodiverse youth and adults to confidently use their digital tools, while gathering insights to improve the accessibility of app.kudoz.ca. Contributed to a service design sprint for the creation of a new non-profit.

2	Education		
		Simon Fraser University 2017 - 2023	Bachelor of Science in Interactive Arts and Technology with Distinction Dean's Honour Roll (3.7 GPA)
		italiaDesign Field School 2022	An 8-month study of Italian design, history, and culture based on competitive entry. View short films and website at 2022.sfuitaliaDesign.com

3	Community		
		Mural Artist 7.2023 - Present	Painting an outdoor mural in collaboration with local artists and support from the City of Vancouver.
		Conference Organizer Touchpoint SFU 10.2021 - 4.2022	Oversaw a team of 5 in organizing an annual design conference with 200 guests and 9 speakers. Coordinated interviews between 40 senior students and 8 companies, resulting in 8 students landing their first design internship.
		Workshop Host 2017 - Present	Since 2017, I have hosted 15+ workshops on the design process and creative software for young women and non-binary high school students, adults with developmental disabilities, and university students in non-design majors.

4	Skills				
		Design	Product Design Graphic Design	Interaction Design User Research	Web Development Illustration
		Tools	Adobe CC Figma	HTML/CSS Javascript	Processing Arduino

Audrey Chow