

Jennifer Dryden

www.jendryden.com

linkedin.com/in/jennifer-dryden

github.com/jendryden

jennifer.dryden@uwaterloo.ca



Education

University of Waterloo

Systems Design Engineering
(BAS) - 2020-2025

Relevant Coursework:

- Human Factors in Design
- Design, Systems & Society
- Data Structures & Algorithms

Introduction to UX Design

Bitmaker, 2019 Certificate



Skills



Development

C#

Unity

C++

HTML

OpenGL

JavaScript

Python

Angular

React



Design

Product Design

Usability

User Research

Prototyping

Data Analysis

Wireframing

A/B Testing



Toolbox

Figma

Illustrator

Photoshop

Experience

UX Engineer Intern (AR) / Google May 2022 - Aug 2022

- Prototyped as the **lead** UX engineer on a UX research vision study for AR.
- Collaborated with **cross-functional** teams of designers and engineers to develop wireframes, heuristic evaluations, and build **Hololens** prototypes.

[C#, Unity, Figma, Javascript, CSS, HTML]

Software Developer Intern / Ceridian Sept 2021 - Dec 2021

- Created core UI features for over **4.2 million+** users for Dayforce Benefits platform in collaboration with developers and designers.
- Developed **C# Unity AR** mobile software to revolutionize onboarding process

[C#, Javascript, Typescript, React, Dojo, SQL, Unity]

Design and Product Lead / Stackd Oct 2019 - Aug 2021

- Overhauled gamer retention by **380%+** on E-sports matchmaking platform by collaborating with and managing team of **30+** developers.
- Conducted user research and leveraged Google Analytics to develop new web application in less than **3 months**. Created high fidelity wireframes on Figma.

[Python, Javascript, React, Figma, Canva]

Software Developer Intern / RBC Jan 2021 - Apr 2021

- Increased web platform accessibility by **23%** for Business Banking application by enhancing user interface and increasing text support, affecting **2 million+** users total.
- Collaborated with team of **5+** designers using Figma and Sketch.

[Angular, Typescript, Jasmine, Jest, Javascript]

Projects

Unity DriveGreen Game / \$10,000 Winner, NGI Hackathon 🔗

- **Unity 3D** driving simulation game created with **C#** and programmed keyboard inputs to promote sustainable driving in teenagers
- Winner of RBC Next Great Innovator hackathon, \$10,000 prize reward

TweetVR Unity Project 🔗

- **Unity** tweet **3D** globe **visualizer** made with **C#**, **Oculus Rift**, Tweepy API, Python, and TextBlob sentiment analysis

ConVRsation C# Unity Project 🔗

- **Virtual reality (VR)** Unity project made with **C#** and the **Google Cardboard**, used to teach languages through **head tracking**

Silver Content Creator / Youtube (Jenn Creates) 🔗

- Design and Tech channel reaching **110k** subscribers, **15.5+** million total views.
- Created **65+** thumbnails and creative visual designs using Illustrator and Figma.
- Leveraged **A/B Testing** to reach larger audience and increase impressions.