

CINDY PHAN

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SKILLS

Programming Languages: Java, Python, C/C++, HTML/CSS, Racket, Bash

Tools: Figma, Canva, VSCode, Linux, LaTeX, Overleaf, Google Workspaces

Languages: Fluent in English and Limited Working Proficiency in Cantonese

EXPERIENCE

Junior Analyst

May 2024 – August 2024

Innovation, Science and Economic Development Canada

Ottawa, ON

- Collaborated with stakeholders to gather and outline business requirements for data catalogues
- Conducted in-depth research on available data cataloguing solutions, delivering recommendations that improved understanding and enhanced decision-making
- Analyzed metadata on existing data catalogue assets, generating data analytics that increased project efficiency and promoted data standards

Product Design Intern

Feb. 2024 – May 2024

Prabbis Consulting

Halifax, NS

- Designed interactive UI/UX templates on Figma to effectively integrate various REST APIs, increasing development efficiency by 20%
- Conducted background research on existing web application to effectively integrate new product
- Surveyed users on UI/UX prototypes to ensure design is intuitive, mobile friendly, and accessible on all browsers

Digital Advisor

May 2023 – August 2023

Ontario Chamber of Commerce

Toronto, ON

- Developed Shopify/Square sites for SMEs according to their brand and needs, allowing business to increase their profits and public outreach more effectively
- Tested an informational learning platform for companies manually by performing E2E testing to ensure quality of the platform and satisfies UX requirements
- Documented grant application process by walk-through videos and infographic toolkits using Canva, helping over 12,000 Ontario businesses get financial support and reducing application abandonment by 25%

UI/UX Design Intern

May 2023 – June 2023

HypeDocs

Toronto, ON

- Redesigned web application by creating a new responsive web design on Figma, integrating user feedback and company rebranding
- Implemented new features to increase user productivity by creating a countdown and a productivity rate system, presented on an intuitive design

PROJECTS

Web Portfolio | *HTML, CSS, Javascript*

- Created a UI template using Figma to develop a friendly experience for users
- Developed website using JQuery and AOS library, and implemented Figma design

Fridgify | *Python Flask, HTML, CSS*

ElleHacks 2024: Top 4 Overall, Best Use of MongoDB Atlas

- Assembled a web application, and integrated AI object image processing to automatically generate recipes given the ingredients detected, using Tensorflow, OpenCV, CVLIB, and YoloV3
- Constructed a custom database using MongoDB to store over 500 recipes to facilitate recipe generation
- Awarded the Top 4 project overall in ElleHacks 2024 hackathon against over 240 other participants

RAIInet | *C++*

- Developed an upgraded version of RAIInet, a cybersecurity themed game, with new gameplay and additional features, rendered on a text and graphical display using X11 graphics
- Implemented observer and template design patterns to create an efficient program that is scalable and allows easy modifications to add new player abilities

EDUCATION

University of Waterloo

Bachelor of Computer Science

Waterloo, ON

Sept. 2022 – April 2027