

noah de guzman

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WORK EXPERIENCE

UX Designer – SAP

Nov 2025 – Present | Vancouver, BC (internship)

- Partnered cross-functionally with developers, designers, and PMs to unify admin settings across multiple design iterations, ensuring cross-product consistency with SAC, DSP, and BDC.
- Created and documented 5+ reusable components within the design system, maintaining accurate and consistent usage guidelines.
- Supported the delivery of an AI workshop for designers, developing educational guides and tutorial videos to promote AI adoption in daily workflows.

UX Designer – Nokia

Jan 2025 – Aug 2025 | Ottawa, ON (co-op)

- Partnered with researchers in an agile environment to address 15+ critical user pain points with scalable UX solutions.
- Conducted 30+ user interviews and facilitated developer workshops to identify usability gaps, translating findings into actionable design improvements.
- Led the design and prototyping of user flows for creating/editing complex network configurations, collaborating with product managers and developers to ensure seamless integration.
- Designed and documented UI components (data tables, input forms) to improve data management efficiency, ensuring consistency and providing UX-handoff for development.

Product Designer – Invoke Co.

May 2024 – Aug 2024 | Vancouver, BC (co-op)

- Designed and prototyped an intuitive user interface for Dolan Toyota's car rental service, ensuring a seamless user experience that streamlined the booking process.
- Presented and iterated on backend ordering system designs with Toyota stakeholders, ensuring alignment with business goals and enhancing dealership inventory management efficiency.
- Conducted a heuristic evaluation of Kevala's scheduling system to identify user pain points and proposed actionable UX improvements to optimize healthcare employee workflows.

Product Designer – The Friendly Pharmacists

Jan 2024 – Aug 2024 | Vancouver, BC

- Collaborated with pharmacists from the University of British Columbia (UBC) to supplement counselling efforts, providing patients with accessible content for quick reference.

EDUCATION

Simon Fraser University

BSc. Interactive Arts and Technology
Design Concentration

Jan 2020 – Oct 2025

Douglas College

Computing Studies and Info Systems

Sept 2018 – Dec 2019

Transferred to SIAT at SFU

CERTIFICATIONS

Google UX Design Certificate

Sept 2022 – Jan 2023 | Coursera

VOLUNTEER

Electronic Arts (EA)

Apr 2023 – Present | EA Playtesting

SKILLS

UX/UI Design

Interaction Design, Wireframing, Personas,
Journey Map, Prototyping, Storyboarding

User Research

User Interview, Usability Testing, Competitive
Analysis, Heuristic Evaluation, A/B Testing

Tools

Figma, Claude Code, Photoshop, Illustrator,
After Effects, Unreal Engine, Maya

Other Skills

Game Design, Web Design, 3D Modelling,
Animation, HTML/CSS/JS, Java