

noah de guzman

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WORK EXPERIENCE

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 UX/UI 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 counseling efforts, providing patients with accessible content for quick reference.
- Lead website creation and design, focusing on user-centric interfaces and seamless navigation for a comprehensive online pharmacy experience.

ACADEMIC EXPERIENCE

UX/UI Designer – SFU HUB

Sept 2023 – Dec 2023 | Vancouver, BC

- Fostered social interactions between students to help establish a stronger sense of campus culture.
- Designed the UI for social features including a shared course schedule, connecting with peers, and a messaging system.

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, Photoshop, Illustrator, After Effects, Unreal Engine, Maya

Other Skills

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