

# noah de guzman

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## WORK EXPERIENCE

### UX Designer – Nokia

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

- Leading the design and prototyping of intuitive user flows for creating and editing complex network configurations, ensuring seamless integration with our evolving design system.
- Designing functional UI components, including data tables and input forms, to enhance data management capabilities and ensuring consistency across Nokia.
- Streamlining design asset management by implementing a tagging system and creating a searchable database for icons, and developing a documentation to facilitate team collaboration to the design library.

### 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.
- Delivered presentations of new backend ordering feature designs to Toyota stakeholders, improving inventory management and boosting operational efficiency.
- Conducted a heuristic evaluation of Kevala's system to identify improvement opportunities and user pain points in healthcare employee scheduling.

### UX/UI 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 Designer – TERAs BEAN

May 2023 – Aug 2023 | Brentwood, BC

- Designed a table reservation prototype for the café based on insights gathered from user and stakeholder research.
- Facilitated an interactive workshop aimed at delving into students' preferences and needs for studying at cafes.

## 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

## EDUCATION

### Simon Fraser University

BSc. Interactive Arts and Technology  
Design Concentration  
Jan 2020 – Present  
Expected graduation semester: Fall 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