

CAITLYN KODRIC

SYSTEMS DESIGN ENGINEERING

www.caitlynkodric.com

(226) 929-1706

c.kodric@gmail.com

SKILLS

Web Development

User experience (UX)

User interface (UI)

UX research

User testing

Wireframing

Prototyping

Drawing

Painting

Pottery

TOOLS

Sketch

Figma

InVision

Zeplin

Photoshop

Affinity Designer

Solidworks

Procreate

EDUCATION

University of Waterloo

Systems Design Engineering

B. ASc Candidate

EXPERIENCE

Product Designer - Points

Spring 2019 - Now

- Iterated new and existing products with validated tests and research to improve and expand the company's offerings
- Created interfaces and libraries for 6+ products for business presentations to grow company relationships with multiple partners
- Collaborated with internal stakeholders to ensure QA on live interfaces met design expectations and external stakeholder requirements

Product Manager - Healthy Pets

Fall 2018

- Identified 10+ cases for new features using strategic marketing and research with stakeholders to meet company objectives
- Designed white label, guest flow, and customer service experience
- Established key roadmap and maintenance stories based on analytics and feedback to improve retention by 5%

UI/UX Designer - TD Labs

Winter 2018

- Created mobile design interfaces and illustrations using Sketch
- Conducted user testing to get feedback on mobile prototypes
- Analyzed the user flow and needs, designing 38 interfaces, and full prototype in Invision resulting in 1st for internal hackathon

Frontend Developer - MAJiK Systems

Fall 2016

- Created client modules a real time synchronous model resulting in a uniform timeframe alongside 100+ unit tests

PROJECTS

See more at www.caitlynkodric.com

Juba Tap

- Followed design sprint structure to create low, medium, and high fidelity digital tap shoe prototypes
- Lead and analyzed user testing sessions to improve sensor placement and Arduino connection for each iteration

Spotify Music Redesign

- Created wireframes, and detailed interfaces with changed and additional features based on researched user frustrations