

Jacqueline Williams

UX DESIGNER

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Growing up in a home providing care to individuals with mental health challenges, I learned to quickly develop empathy and began a life-long interest in psychology. Employing a client-centered perspective has provided real-life insight into the implications of user-centered design while working in the mental health industry. My desire is to use this user-centered perspective in order to create a unique and positive impact through innovative design intervention.

EXPERIENCE

Early Childhood Educator Assistant | James Bay Community School

DEC 2019 - AUG 2020, VICTORIA, BC

- Engaged with children and initiated programs that promote physical, cognitive, emotional and social development

School & Student Support Assistant | Vancouver School Board

DEC 2018 - JULY 2019, VANCOUVER, BC

- Created a personalised learning environment for an individual diagnosed with Autism Spectrum Disorder

Mental Health Worker | Hollyburn Family Services

MAR 2015 - 2018, VANCOUVER, BC

- Provided support to youth and adults with developmental disabilities while managing severe behavioral challenges

EDUCATION

BrainStation | Diploma Candidate, User Experience Design

AUG - OCT 2020, VANCOUVER, BC

University of Toronto | Introduction to User Experience Design

MAY 2020 - JULY 2020, VICTORIA, BC

Simon Fraser University | Bachelor of Arts, Major Psychology Minor Linguistics

SEP 2012 - MAY 2018, BURNABY, BC

SKILLS

Sketch, Figma, Invision, Principle, Zeplin, Slack, Microsoft Teams

PROJECTS

Adidas Gamification | UX Design

OCT 2020, BRAINSTATION 4D HACKATHON

A collaborative re-imagining of the Adidas website using gamification and product recommendations.

Nightbloom | UX Design

AUG 2020 - OCT 2020, BRAINSTATION

A mental health service taking you from self-comparison to self-compassion.

Haven | UX Design

AUG 2020 - OCT 2020, BRAINSTATION

A digital solution to help those undergoing a perioperative process.