Caila Robson-Kullman

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Education

University of Saskatchewan - BA&Sc. in Interactive Systems Design, 2023

Minors in Digital Culture and New Media, Psychology, and Studio Art

Coursera - Google UX Design Professional Certificate, 2023

Design Tools

Figma, Whimsical, Maze, Marvel, Miro, Adobe Creative Suite, WordPress, Cascade, Google Suite

Design Skills

user-centered design, iterative process, prototypes, wireframes, flow diagrams, sitemaps, style guides, storyboards, information architecture, branding, interactive design, accessibility, print design

Research Skills

personas, usability studies, user interviews, user stories, journey maps, empathy maps, pain points, affinity diagrams, A/B test, heuristic analysis, competitive audits

Programming Tools

Confluence, Jira, GitHub, Visual Studio Code, JetBrains, Unity

Programming Skills

HTML, CSS, Javascript, Python, Java, C, C#, Unit testing, GUI, Agile and Waterfall, BASH shell scripts, UNIX/Linux commands

Experience

Product Developer / Pathfinder365

September 2023 - Present, Saskatoon, SK

Improving the functionality of a tourism website/mobile application for a startup. Shaping personas, conducting a UX/UI evaluation, coding for the front and backend, creating user-friendly interface design, and focusing on both technical and consumer needs.

Collection History and Web Project Lead / Snelgrove Gallery

November 2021 - April 2023, Saskatoon, SK

Developing online content and revamping of the USask Art Galleries and Collection website. Updating the database, social media and the website with Cascade. Task analysis and working with IT on feasibility.

Programming Assistant / PAVED Arts

May - August 2021, Saskatoon, SK

Heuristic analysis of website, updating website with WordPress, increasing program accessibility, and digital archiving. Working on social media branding/posts, organizing the youth program advertisements and facilitators' support, and researching equipment.

Development Team / Shared Spaces

September 2019 - June 2020, Saskatoon, SK

Developing solutions for the digital enhancement of art experiences for SK residents. Researching for competitive audit, gaining insight from future users, analyzing data, mockups, user flows, usability tests, branding and presenting the Augmented Reality app at a conference.

Selected Projects

E.X.O. / Game Design Workshop

Building a game that combined combat and farming mechanics using C# with a team of ten. As Test Lead: user interviews, recommending bug fixes, user surveys, adjusting balance issues, and interpreting Unity Analytics data. Leading meetings, brainstorming game design, coding, creating documentation and final presentation.

I Wet My Plants / Intermediate Software Engineering

Designing and coding an online application that organizes plant care needs. Produced by a a team of five using Python, HTML, CSS, JavaScript and SQL. Contributed interactive prototype in Figma, personas, user stories, storyboards, UML diagram, activity/sequence diagram, database schema, acceptance testing, coding and demo video.