


RACHEL TEO

product manager + designer

CONTACT ME

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 rachelhjteo

EDUCATION

Centre for Digital Media
(UBC / SFU / ECU / BCIT)
Masters of Digital Media
Class of 2013

University of British Columbia
Bachelor of Science
Cognitive Systems -
Computational Intelligence
and Design stream
Class of 2011

SKILLS



Sketch / Illustrator
Photoshop / Pen+Paper
Post-it notes / Foodie-ing



CSS3 / HTML5
After Effects / Omnigraffle
Photography

EMPLOYMENT

- Mar 2016 Present** Steamclock Software - Designer
All-purpose designer with a focus on iOS and Android apps. Collaborating with clients to gather requirements, design features, iterate on prototypes, perform user research, and create UI assets.
- Mar 2015** Casting Workbook - Product Manager
Mar 2016 Product owner of two cutting edge services for the entertainment industry. Worked closely with CEO + dev team to produce a polished product.
- Sept 2014** PerfectMIND - UX Designer
Mar 2015 Produced iterative designs for business management software based on requirements delivered by the PerfectMIND product management team.
- June 2014** PlayOn Inc. - UX/UI Designer + Graphic Designer
Aug 2014 Envisioned, designed, and brought to life an amateur sports team platform. Created iterative wireframes and graphical assets for a responsive mobile-first social network.
- Mar 2014** Mobio Insider - UX/UI Designer
May 2014 Executed a full user experience analysis and compiled a priority-weighted hitlist of usability issues. Designed and refined features for a social media network. Conceptualised a fully responsive mobile-first redesign.
- Aug 2013** Vidigami - UX Designer
Mar 2014 Created, presented, and iterated on schematic designs for an online photo-sharing social network. Pitched and designed an iOS app. Explored gamification options beyond basic badges and achievements.
- Sept 2012** Gravatron - Co-Founder and Game Designer
Aug 2013 Conceptualised and implemented game elements for an extreme sports augmented reality app. Explored monetisation tactics leveraging extreme sports facilities and fans.
- May 2012** Mozilla - Concept Designer
Aug 2012 Rapidly prototyped and tested a generalisable storytelling template-based approach to interactive webmaking. Implemented interactive prototypes using HTML5, CSS3, and JavaScript. Mentored by David Ascher, Mozilla's VP Product.
- Jan 2012** Roadhouse Interactive + Bingo.com - Project Manager
Apr 2012 Project managed proof of concept Bingo 75 casual game with new social game mechanics. Designed layout proposals and logo and created art assets for final deliverable.