



COLIN TO
UX DESIGNER & VISUAL ANALYST

778-242-2609

colin.qlt@gmail.com

colinto.ca

linkedin.com/in/colinqto

I see myself as a problem solver, seeking to create an impact for solving real and sometimes, unidentified problems through a user-centered approach.

My ability to learn new tools quickly and strategize creative solutions, helps me approach design problems in a versatile manner.

Academic Experience

September 2014 - December 2014

Creative Director & Event Planner | 25toLife, The Climb for Life

25toLife is a joint collaboration between SFU Beedie’s Project Management class and The Canadian Cancer society, initiated to raise \$27,500 in donations for cancer research.

I raised \$1,500 in personal donations, \$5,000 as a team and \$28,000 as a class. Contacted in-kind sponsors, developed risk contingency plans, coordinated a schedule plan.

I created the overall branding for “The Climb for Life” stair climbing event at Harbour Centre and promotional materials such as posters, banners and video. <https://vimeo.com/112480549>

September 2014 - December 2014

UX Designer, Graphic Designer | Patient Tab, Start-Up

As the User interface / User experience designer for our start-up idea, “Patient Tab” for an entrepreneurship class, I designed the visual interface and experience for our hospital app and final presentation slides: http://www.sfu.ca/~cqt/BUS342/DragonDen/PatientTab_DragonsDen.pdf

Professional Experience

September 2012 - December 2013,
January 2015 - December 2015

IT Technician | SFU ACS IT Lab Technician

Troubleshoot and assisted staff, faculty members, librarians and students of SFU with projectors, speakers, microphones, laptops, network connections and printing issues.

Performed maintenance on media equipment such as projector lamp bulbs replacements, hardware replacements for dell computer towers and operating disk issues.

Community Experience

June 2011 - September 2012

Peer Mentor | SFU Techbytes Mentorship Workshops

Coordinated and prepared workshops to teach numerous adobe software, web markup and programming languages, and 3d modelling software to students.

Skills & Knowledge

* *Italics: knowledge in progress*

DESIGN SOFTWARE

Adobe Illustrator
Adobe Photoshop
Adobe Flash

MEDIA SOFTWARE

Adobe Premiere Pro
Adobe After Effects
Final Cut Pro

ANALYTICS

Microsoft Excel
Tableau
import.io

3D & GAME ENGINE

Autodesk Maya
Solidworks
Unity3D with C#

WEB LANGUAGES

HTML5, CSS3
Javascript, JQuery, d3.js
PHP, AJAX

PROGRAMMING

Java
Python
ActionScript 3.0

DEVELOPMENT

Bootstrap 3.0
RubyonRails
Heroku
Git

DATABASE

MySQL
phpMyAdmin
XML
PostgreSQL

Extracurricular

January 2016

Game Designer, C# Programmer | Global Game Jam, Hackathon

The Global Game Jam is a game development hackathon challenging participants to create a game in 48-hours, abiding to a new annual theme.

I was the lead programmer and designer, working in a team of two with an artist. I also integrated the artwork and animations, collision detection and fixed major bugs.

Our plan for scaling down our scope proved successful as we were able to complete a playable game with no bugs and seamless artwork.

January 2016

Visual Designer | SIAT Jam, Hackathon

The SIAT Jam is a faculty based Hackathon based around a contemporary design theme. The design theme was based on designing for proactivity for charitable causes.

I helped develop and refined our idea during our brainstorming session, provided digital assets and created some visual assets such as the map.

September 2015 - December 2015

Event Coordinator, Graphic Designer | SFU Badminton Club

Within a two week period, I created the club's first Icebreaker Event, helped promote the event through social media and email and co-hosted the event. I also created the Facebook banner to complement our main graphic designer's poster. Given the short notice, we had a turnout of around 13 people and the Icebreaker continues to be a tradition for the club.

March 2012

Tour Guide, Operations Assistant | SFU Student Ambassador Program

Ushered visitors to the SFU Surrey Campus during Open House, leading them around the campus with a partner on a tight time schedule and strengthened leadership qualities through directing and communicating.

March 2012 - May 2012

Team Leader | SFU SIAT TechTeams

TechTeams leaders have the responsibility of introducing first year SIAT students to the SFU Surrey campus through icebreaker events and giving them tours with one to two other team leaders. I helped with planning weekly events and operational tasks such as projector, laptop and other technical setups.

Interests & Hobbies



Cooking



Photography



Gaming



Music



Badminton

Education

Simon Fraser University *FALL 2008 - SUMMER 2015*

Interactive Arts & Technology : Bachelor of Science

Media Arts, Design & Interactive Systems Concentration

Awards & Recognition

SIAT Jam Hackathon, 2nd Place Winner

SIAT 10th Anniversary Gala, Project Nominee

SFU Student Ambassador, Bronze Award