

# SHERRY LU

*Detail-oriented UX Designer skilled in teamwork and agile development to create user-centered solutions.*

lu-sherry.com

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## EXPERIENCE

### UX Designer/IxD Assistant

*Emily Carr University of Art and Design - Vancouver, BC*

March 2023 - Present

- Produced web content for the school's annual online graduation exhibition.
- Provided technical assistance and mentorship to 2nd-4th year students, including software troubleshooting and project development.
- Led weekly design workshops using UX methodologies (journey mapping, personas, storyboarding, usability testing) to help students gather and analyze user feedback into tangible solutions.

### Design Hackathon Creative Director

*FLUI User Interface Design Hackathon - Vancouver*

May 2023 - May 2024

- Created a design system for branding, accessibility (WCAG), and user experience.
- Collaborated with 23 cross-functional team members in product, engineering, and marketing to support UX from conception to launch.
- Engaged 200+ participants from diverse academic backgrounds in Metro Vancouver.

### Service Designer Intern

*UX Design Award in Berlin Nominated | Vancouver Economic Commission*

September 2022 - December 2022

- Conducted stakeholder interviews and site visits at the Vancouver Zero Waste Centre to understand user needs and behaviors.
- Refined wireframes, mockups, and prototypes based on user feedback.
- Developed service blueprints to optimize the user journey across digital and physical touchpoints.

### Product Designer Intern

*Goppter eCommerce Solutions - Burnaby*

May 2021 - October 2022

- Designed user interfaces and micro-interactions for CMS websites, web apps, and mobile apps (Windows, Android, iOS).
- Collaborated with engineers and stakeholders to gather requirements and deliver user-centered solutions.
- Validated UI/UX designs through testing and defect management for a seamless experience.
- Supported multi-language interfaces (Mandarin, English, French, Spanish) to meet diverse user and client needs.

## SKILLS

Product Design  
Design Systems  
Interaction Design  
Visual Design  
Responsive Design  
Service Design  
Wireframing  
Prototyping  
Information Architecture  
Storyboarding  
User Journeys  
Human-Centered Design  
UX Strategy  
Qualitative Research  
QA Testing  
Accessibility UX

## TOOLS

Figma/Sketch/Adobe CC/  
Balsamiq/Miro/HTML/  
CSS/CMS/

## EDUCATION

**Emily Carr University of  
Art + Design**

*Bachelor of Design:*

*Interaction Design, May 2024*

GPA: 4.10

**Tri-Council Policy Statement:  
Ethical Conduct for Research  
Involving Humans**

*Certificate, October 2022*

**Google UX Design**

*Certificate, May 2022*