



Work Experience

Ubisoft Toronto

UX Design Intern May - Dec 2020

Worked on Far Cry 6, led the tutorialization of the game's core features, including content and visuals to show players.

Collaborated with various teams to build layouts, wireframes & design documentation for several game features.

UI Artist Intern Jun - Aug 2019

Worked on Far Cry 6 to design and implement iconography and artwork for various HUD elements.

BlueFlower Media

Graphic Designer Sep - Dec 2018

Designed logos and branding for various startups, created custom packaging for a local pizza company and took charge in redesigning the BlueFlower Media website.

Extracurriculars

UTSG Tamil Student's Association

Promotions Coordinator Sep - Dec 2018

Redesigned the logo, created posters and a range of other promotional material leading to several sold-out events.

iGEM Toronto

Graphics & Wiki Designer Jun - Nov 2017

Successfully rebranded the iGEM Toronto team and led the design of the 2017 iGEM project wiki, helping secure a bronze medal in the annual competition.

Education

University of Toronto

M.I – User Experience Design

2019 - 2021 (Expected)

H.BSc. – Toxicology & Nutrition

2014 - 2018

Tools & Skills

Design

Adobe XD	Photoshop
Figma	Illustrator
Lunacy	InDesign

Research

Interviews	Usability Testing
Surveys	User Journeys
Personas	Inclusive design

Awards

Ubisoft Toronto NEXT 2019

Placed first in User Interface and won a 3-month apprenticeship at the studio.

Behance 2014

Personal branding project featured in the Graphic Design & Student Show galleries.