

Katherine Kotsos

Kitchener, Ontario - k.kotsos07@gmail.com - 647-887-3009

LinkedIn: <https://www.linkedin.com/in/katherine-kotsos/>

UX Portfolio: <https://www.katherinekotsos.com/>

I specialize in creating user-centered products that solve complex problems. I bring the following skills:

UI/UX Design - Wireframing - Prototyping - User Research

EXPERIENCE

UI/UX Team Lead [Internship] - Vosyn, Etobicoke, Ontario

Dec 2023 - Present

- Undertook immediate leadership at an AI startup, guiding interns and fostering collaboration.
- Designed and critiqued features for a media consumption platform that uses AI to dub videos, including a chatbot assistant, 3D interactive globe, and other account-centric features.
- Collaborated with the Software Team Lead to direct 3 product demos for a cross-functional team, effectively showcasing unique features and value propositions to diverse audiences.
- Expanded team responsibilities by creating sub-teams to oversee product design, the company's website, user research, accessibility compliance, and company branding.
- Initiated the creation of a design system for the product using Figma. *(Reference upon request)*

UI/UX Designer [Internship] - University of Waterloo, Waterloo, Ontario

May 2022 - Aug 2022

- Enhanced the existing interface of the University Engineering department's web portal, improving the user experience. This resulted in a reduction in requests for manual changes.
- Designed the interface for the portal's new space management application by creating wireframes and mockups in Figma.
- Effectively communicated design concepts and rationales to upper management, ensuring alignment with project goals.
- Played an integral role in front-end development by providing foundations using HTML/CSS.
- Received an "outstanding" rating on the overall work evaluation. *(Reference upon request)*

App Development [Final project] - University of Waterloo, Waterloo, Ontario

Jan 2023 - Apr 2023

- Collaborated in a term-wide project to create a business software solution to address overcrowding and enhance event planning - an event planning app called *VirtualVenue*.
- Conducted comprehensive user research, interviews, and usability testing to gain valuable insights into user needs and guide the design direction.
- Developed a high-fidelity prototype using Figma, with multiple iterations based on user insights.

EDUCATION

Bachelor's Degree in Global Business and Digital Arts - University of Waterloo, Waterloo, Ontario

Graduated with Dean's Honours