MICHAEL KHOURY

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SUMMARY

Entry-level UX/UI Designer leveraging past experience as an audio engineer and restaurant manager to create user focused, intuitive and effective experiences for all users. Comfortable with leading and working in teams within an agile environment while also being creative as problems arise. Passionate about user research, usability testing, information architecture, and web development with an aim to create interfaces that bring users joy and increase brand loyalty.

TECHNICAL SKILLS

Figma, Adobe XD, InVision, Github, VSCode, User Experience Interviewing, User Data Analysis, Persona Creation, Visual Prototyping and Wireframing, Rapid Prototyping, User Observation, User Testing, Remote User Testing, Guerilla User Testing, UI Development, Atomic Design, UI Grids, Color Theory, Heuristic Evaluation, Redlining & Annotations, Accessible Design, Responsive Web Design, Card Sorting, Survey Creation, Typography, Interaction Design and Iconography, Storyboarding, Decision Mapping, Decision Flow Diagrams, User Need Identification, Technologically Proficient, Microsoft Office Suite, Google Suite, Audio/Video Recording/Editing, Windows OS, Mac OS, HTML, CSS, Bootstrap, Javascript

PROJECTS

Open World - Research on a Post-Pandemic Travel App
https://drive.google.com/drive/folders/11KyYK8Donqdli-8BovApSRA_kg5RhZBd?usp=sharing
Open World was being designed to see what the average traveler looked for in a travel app coming out of a pandemic. The research part of this project was done as a combined effort with a classmate.
- Skills | Technologies Used: User Interviews & Analysis, Persona Creation, User Experience Design, Prototyping, Remote User Testing, Figma, InVision, Google Suite

Garden Plate - UX Case Study
https://drive.google.com/drive/folders/1jqRBlghYqzkvosEkudeGkYHWfHJy3Dpb?usp=sharing
Garden Plate started with a fresh idea of reducing waste in the kitchen. Upon completing user research, the entire landscape of the project shifted to health of our users being the primary concern. This was done alongside 3 classmates.
- Skills | Technologies Used: Project Proposal, Interview Plan/Script, User Interviews & Analysis, Persona Creation, Ideation, Prototyping, Remote User Testing, Guerilla Testing, Competitor Analysis, Task/User Flows, Feature Prioritization, Storyboarding, Figma, InVision, Google Suite

EXPERIENCE

Lead Closer   2019 – Present
Cactus Club Cafe | Sherway Gardens   Toronto, ON
Key Accomplishments:
- Played a key role in a 300% sales increase from the beginning of March 2020 to May 2020
- Development of numerous cleaning and maintenance routines to ensure a clean and safe environment for kitchen partners
- Took part in the training and development of 6 high potential kitchen partners
- Recruited 8 kitchen partners over the course of the pandemic to support our increase in sales

Audio Engineer   2016 – 2021
Freelance | GTA   Remote
Key Accomplishments:
- Worked with many independent artists across the GTA primarily assisting in all technical aspects of audio recording
- Pro Tools certified operator
- Ensured client satisfaction by exploring all options with their work as well as providing revisions as requested

Sous Chef   2017 – 2019
Earls Kitchen+Bar | Square One   Mississauga, ON
Key Accomplishments:
- Promoted from a dishwasher role to a management role without having previously worked in another kitchen job
- Was sent to Vancouver for 3 weeks to assist in employee training and development
- Used daily kitchen analytics to adjust food production numbers and achieve labour goals
- Played a strong role in the development of other kitchen partners

EDUCATION

Certificate: UX/UI Bootcamp | University of Toronto SCS
March 2021-September 2021 Toronto, ON
An intensive 24-week long boot camp dedicated to UX/UI Design. Hands-on training in user-centric design research, design thinking, visual prototyping and wireframing, interface design, storyboarding, visual design theory, web prototyping with HTML5 and CSS, interaction design with JavaScript and jQuery, and more.

Diploma: Audio Engineering and Production | Metalworks Institute
September 2016-August 2017 Mississauga, ON
An 11-month program that focused on all concepts related to professional audio production. This includes recording, mixing, mastering, composition, sound design, acoustics, music business, audio post-production and more.