

# daniell yang

Portfolio: [daniell.design](https://daniell.design)  
daniell.yang@uwaterloo.ca

## EXPERIENCE

### Datadog / Product Design Intern (Design Ops)

Jan 2021 - Present / New York, NY

Identifying opportunities to develop, document and evangelize reusable UI and UX patterns to improve the consistency and connectedness of Datadog's monitoring platform — which helps engineers in enterprises around the world make sense of billions of data points in real time.

### Square / Product Design Intern

May 2020 - Aug 2020 / New York, NY

Designed and validated cross-location ordering on Square for Retail's POS app to empower brick and mortar businesses to sell their global inventory from any store during COVID-19. Collaborated with leadership to define the product roadmap of Retail's multi-channel strategy.

### Shopify / UX Research & Design Intern

Sep 2019 - Dec 2019 / Ottawa, ON

Championed the UX research and design of core features in Shopify's revamped online store editor for 1,000,000+ businesses. Worked cross-functionally with product, marketing and developer relations to ensure the success of Shopify's biggest product launch since inception.

### Shopify / Product Design Intern

Jan 2019 - May 2019 / Toronto, ON

Conducted market research in the American and EU regions to define our merchants' marketing needs. Designed and shipped new long form components to Shopify's Polaris design system, increasing 3rd party marketing integrations on Shopify by 150% and product revenue by 23%.

## ACTIVITIES

### UW UX / Community Lead

Mar 2019 - Present

Fostering the student design community at the University of Waterloo by organizing events with industry professionals, leading workshops and curating educational online resources.

### Facebook @ Hack the North / 1st Place

Sep 2018 - Nov 2018

Developed an application that mapped music to gestures, empowering anyone with a webcam to become a DJ. Our team went on to represent Canada at Facebook's Global Hackathon.

## SKILLS

UI/UX Design, Interaction Design  
Product strategy, Prototyping  
User research, Usability testing  
Systems Thinking, Web design

Figma, Sketch  
InVision, Origami Studio  
Principle, Illustrator  
InDesign, Photoshop

HTML5, CSS  
Javascript, React  
C++, Python  
Java, SwiftUI

## EDUCATION

### University of Waterloo

Sep 2017 - Apr 2022 (Expected)

Bachelors of Arts in Honors Computer Science and Finance

(Related coursework: Human-Computer Interaction, Interface Design, Mobile User Interfaces)

## INTERESTS

Blob emojis, Investing, Gambling in the stock market, Playing badminton, Singing terrible karaoke

