

Hope Akello

Interaction Designer

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hopeakello.com

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Education

BrainStation | Diploma, Software Engineering

Vancouver, Jan - Mar 2025

Emily Carr University of Art + Design | Bachelor's of Design, Industrial Design major, Community Engagement + Social Practice minor

Vancouver, Sept - May 2017

Work Experience

New Media Gallery | Creative Technologist/Facilitator (Interaction Design & Prototyping)

New Westminister, BC, Jan 2021 - present

Designed and prototyped interactive experiences, translating complex concepts into intuitive, engaging interfaces for diverse public audiences.

Built interactive front-end experiences using JavaScript, P5.js, Three.js, and A-Frame, applying user-centered design principles to guide development decisions.

Facilitated hands-on workshops for diverse audiences, designing accessible learning experiences grounded in user needs and engagement.

Collaborated cross-functionally to align digital programming with the gallery's vision and strategic goals.

UBC Pharmacists Clinic | Healthcare Service Designer

Vancouver, May 2022 - May 2024

Led the design of digital tools and workflows to improve clinician collaboration and patient care within the OSCAR EMR system.

Partnered with healthcare providers, developers, and vendors to redesign appointment systems, EMR interfaces, and clinical documentation tools.

Conducted user research, journey mapping, and usability testing to identify friction points and co-create intuitive, accessible solutions.

Designed scalable components and prototypes using Figma and Miro, improving the consistency and usability of internal tools.

Acted as the primary liaison between clinic staff and technology vendors, providing leadership in digital transformation and technology integration.

Work Experience

Emily Carr University | Sessional Instructor, Co-op Supervisor

Vancouver, Sept 2019 - present

Taught interaction design courses focused on prototyping, UX research, and HCI.

Supervised an 8-month interdisciplinary co-op to design an interactive career platform, integrating React, GraphQL, and Sanity CMS.

Guided students in applying design systems thinking, accessibility principles, and front-end development practices.

Championed inclusive and research-driven design approaches that emphasize collaboration and real-world application.

Science World | Tech Up Specialist

Vancouver, Aug 2018 - Sept 2019

Co-designed and distributed K-12 digital literacy programs for educators across BC, translating complex technical concepts into accessible, equity-focused learning experiences.

Led professional development workshops and provided remote implementation support, mobilizing educational resources to communities across BC.

Rapidly prototyped and published open-source educational resources, making emerging technology tools accessible to educators and youth across diverse communities.