

# Hope Akello

UX/UI | Product Designer/Developer

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## Skills

Adobe CC, Figma, HTML/CSS/JavaScript, React, Git, Fusion360/Blender, Design systems

## Education

BrainStation | Diploma, Software Engineering

JAN - MAR 2025, VANCOUVER, BC

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

MAY 2016, VANCOUVER, BC

## Experience

New Media Gallery | Designer/Facilitator

APR 2021 - PRESENT, NEW WESTMINSTER, BC

Designed and led interactive workshops exploring new media, technology, and contemporary art, engaging diverse audiences in creative learning experiences. Tools used: LittleBits, P5.js, Javascript, Three.js, A-Frame, ML5.js, In:Verse, Processing, Scratch/Block coding, Blender/TinkerCad, MakeyMakey, Microbit/Arduino/Rpi

Developed and tested prototypes using a range of programming languages and software to explore emerging technologies and educational tools

Created original graphics and interactive content to support curriculum development

Contributed to the planning and development of workshops and engagement strategies, ensuring alignment with the gallery's vision and educational goals.

Emily Carr University | Sessional Instructor, Co-op Supervisor

SEPT 2019 - PRESENT, VANCOUVER, BC

Instructor for several interaction design courses: INTD210, INTD300, INTD316, INTD318. These courses emphasize iterative prototyping and embracing mistakes.

Design Lead/Supervisor to a team of students for an 8-month co-op program involving designing a website with interactive tools.

Conceived and led the creative direction, contributing original illustrations and managing a team of 6 designers to deliver a unified visual identity.

Conducted interviews and user testing, including A/B testing with current students and alumni.

Developed the design systems to ensure consistency and scalability. Developed the style

guide for new websites implemented under the portfolio's content management system in order to achieve brand clarification, usability and recognition online.

UBC Pharmacists Clinic | Healthcare Service Designer

MAY 2022 - MAY 2024, VANCOUVER, BC

Led the service design process from concept to implementation, ensuring a seamless user experience across all service touchpoints.

Created user journey maps, user flows, wireframes, prototypes, and high-fidelity mockups to effectively communicate design ideas and interactions using tools like Figma, Miro and the Microsoft Office Suite.

Collaborated cross-functionally with clinicians, administrators, and external vendors to manage timelines, gather feedback, and build capacity in service design across the clinic team—mentoring students and staff along the way.

Science World | Tech Up Specialist

AUG 2018 - SEPT 2019, VANCOUVER, BC

Created kits, instructions, and curriculum adhering to the Applied Design, Skills and Technologies (ADST) curriculum guidelines. Traveled throughout the Lower Mainland to distribute resources and provide professional development workshops to educators.

Rapidly prototyped educational tools using 3D printing, laser cutting, microcontrollers, and web technologies (HTML/CSS/JS) to support hands-on learning.