

# Sami Tokay

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## Objective

Interactive Media Design graduate from Algonquin College with experience in UI/UX design, user research, and front-end development. Passionate about creating intuitive and engaging digital experiences through thoughtful design and interactive web technologies. Seeking an opportunity to contribute to a creative team while continuing to grow as a designer and developer.

## Skills

- **UI/UX Design:** Wireframing, user flows, personas, dashboards, and interface design
- **Front-End Development:** HTML, CSS, JavaScript, responsive web design
- **UX Research:** Personas, user testing, meeting documentation, risk assessment
- **Design Thinking:** Iterative design, usability improvements, user-centered design
- **Tools:** Figma, Adobe Creative Suite, GitHub, Visual Studio Code
- **Collaboration:** Client communication, project coordination, teamwork

## Education

**Algonquin College** Interactive Media Design | 2023- 2025 | 1385 Woodroffe Ave, Ottawa, ON

**Gloucester High School** | 2019- 2023 | 2060 Ogilvie Rd, Ottawa, ON

## Project Experience

### UI/UX Designer – Pocket Forest (Team Project) | 2025

- Led UX research and design planning including the creation of **personas, a vision board, and risk assessment documentation.**
- Managed **weekly client meetings** by tracking feedback and recording meeting minutes to ensure design decisions aligned with project goals.
- Designed key interface screens including the **Lighting Page and Watering Page**, focusing on usability and visual clarity.
- Contributed to early design iterations of the **dashboard layout and navigation structure.**

- Collaborated with the team to translate user needs and client requirements into functional design concepts.

## **UI/UX Designer – Pyralume (Team Project) | 2025**

- Contributed to the UI/UX design of **Pyralume**, an interactive maze demo project focused on user navigation and gameplay experience.
- Designed interface elements and visual cues to help guide users through the maze environment in a clear and intuitive way.
- Assisted in the creation of **user testing documentation and testing procedures** to evaluate usability and player interaction.
- Analyzed feedback from testing sessions and collaborated with the team to improve navigation clarity and overall user experience.
- Strengthened skills in UX evaluation, interface design, and collaborative design iteration.

## **UI/UX Designer & Developer – Knowledge Sprint (Personal Project) | 2026**

- Designed and developed **Knowledge Sprint**, an interactive knowledge-based web game built to demonstrate UI design and coding skills.
- Implemented responsive layouts and interactive components using **HTML, CSS, and JavaScript**.
- Focused on creating a clean, centered interface and engaging user flow suitable for portfolio demonstration.
- Inspired by the concept of turning learning into a fast-paced interactive experience while showcasing design and development abilities.

## **Additional Work Experience**

### **Staff – Pro Clean Services | Feb 2025 – Present | Ottawa, ON**

- Maintained cleanliness and organization within a large apartment complex while supporting resident requests.

### **Side Chef – Cyranos Restaurant | Nov 2025 – Present | Ottawa, ON**

- Assisted kitchen staff with food preparation and maintained hygiene and safety standards.

### **Warehouse Stocker – Style Democracy | Sept 2025 – Oct 2025**

- Supported warehouse organization and customer service during high-volume retail events.

### **Office Clerk – Polat Construction | Jun 2023 – Sept 2023**

- Maintained office records and supported administrative operations using Excel and office tools.

**Server – Midyeci Yasin | Jul 2022 – Oct 2022 | Ankara, Turkey**

- Provided customer service in a fast-paced restaurant environment.

## **Availability**

Open availability including evenings, weekends, and holidays.

