

Tristan Biehn

514-692-5855

tristan.biehn@gmail.com

UX/UI designer, researcher, writer, anthropologist.



General Skills

Design tools: Sketch, InVision, Figma

Designing for software, mobile, and web.

Paying close attention to detail without losing track of the larger scale.

Collecting and analysing data, identifying and solving complex problems.

Translating ideas and facilitating communication between diverse groups.

Working within an agile design process, collaborating with other internal teams.

UI

Developing mockups and prototypes.

Designing graphic interface elements.

Ensuring continuity in visual elements throughout the project.

Creating, using, and adding to component libraries and style guides.

Illustrating design ideas using storyboards, process flows, and site maps.

UX

Project planning and communication.

Developing wireframes, mockups, and prototypes.

Mobilizing qualitative and quantitative research techniques.

Communicating design ideas and prototypes to developers.

Gathering and evaluating user requirements in collaboration with other teams.

Relevant Employment History

UX/UI Designer at Jonar August 2018 – August 2019.

Research Assistant for Dr. Kregg Hetherington 2015 – 2017.

Teaching Assistant at Concordia University September 2015 – December 2017.

Education

Master's in Cultural Anthropology at Concordia University Ongoing.

Awarded a Master's Research Grant from Fonds de recherche du Québec – Société et culture (FRQSC).

Bachelor's with Honours in Sociology and Anthropology from Concordia University.