

Project Management Industry Training Program

I took part in the "Project Management Industry Training Program" (PMITP) at Reach Academy, where I learned important skills in business, data analysis, and UX research. These abilities helped me advance professionally and are applicable to careers in technology and research.

Role:Project
Manager (Intern)

Company:
Reach Academy-
Schemazone

**Duration and
location:**
FEB-- MAR 2021
Toronto, Canada
(Remote)

Skills Gained

01: Data Analysis

I improved my capacity to spot patterns and insights that guided project planning and choice-making, which was essential for jobs like work breakdown structure, project monitoring, and project mapping.

02: UX Research

I used UX research techniques to comprehend the requirements of stakeholders and end users, ensuring that the project's results met their expectations.

Skills Gained

03: Critical Thinking

To address project challenges, assess risks, and put forth creative solutions that would help the project succeed, I employed problem-solving approaches.

04: Teamwork and Communication

To ensure that the project was completed successfully, I worked closely with the team, utilizing our different talents and promoting a collaborative environment.

I demonstrated my writing abilities by producing well-organized, concise project documentation, which are crucial for effective team and stakeholder communication.

Final Project

These abilities were put to use as I worked on a project to improve Schemazone Academy's marketing, which aimed to increase client acquisition and retention, boost user experience, and set the company apart from rivals.

We identified areas for improvement through user interviews and surveys, and we put those suggestions into practice by adding interactive quizzes and tailored course recommendations.

My professional development has substantially benefited from this experience, which has also equipped me for upcoming prospects in the sector.

Reflections