

Skills

Prototyping
Wireframing
User Testing
UX Copy
Rapid Prototyping
UX/UI Design

Tools

Figma
Miro
ProtoPie
Adobe XD

Education



UX Certificate,
Interaction Design Track
Nielsen Norman Group
Feb 2022 - ID1051858



MS in Computer Science,
Interaction Design Track
KTH Royal Institute of Technology
Aug 2019 - Feb 2022



BA in Computer Science,
Latin Language minor
Oberlin College
Sep 2016 - Jun 2019

Interests

Blues Dancing
Swing Dancing
Sci-Fi TV
Pastry Baking
Living abroad

I am an Interaction Designer passionate about accessibility and inclusivity. I create delightful experiences for all users which highlight the amazing potential of modern design and technology. I use research to justify each design decision, and I am committed to always improving through users and teammates.

Experience



UX/UI Designer | Internship

Ronday Technologies

Nov 2022 - Present

Ronday is a startup which develops an online conferencing and communications platform. I work on a variety of tasks related to improving user experience for the platform. My responsibilities include designing tutorial wallboards, writing the help center, creating promotional materials, prototyping new design features, and user research.

ACHIEVEMENTS

- My tutorial wallboards are the default images for the top 5 most used Ronday maps.
- The Twitter Ads I directed and edited yielded a conversion rate 20x higher than the industry average.
- I wrote most of Ronday's help center, which includes 10 articles to improve onboarding with numerous tutorial videos.



Web Accessibility Consultant | Volunteer

United Way of the Chattahoochee Valley

Jan 2023 - Feb 2023

United Way is a large international nonprofit. The branch I work with aims to improve access to education, healthcare, and other public services for Georgia residents. I performed a full accessibility review of the unitedcv.org website in accordance to the Web Content Accessibility Guidelines 2.0 (WCAG 2.0). As they work to update to a new website, I act as an ongoing resource for online accessibility.

ACHIEVEMENTS

- Created a 7 page accessibility report highlighting areas which can be improved to bring the website to AAA level compliance.
- Applied UX copy methods to recommend changes to improve readability in 23 instances across the website.



Neck Hammock Designer | Master's Thesis

KTH Royal Institute of Technology

Jan 2021 - Feb 2022

I designed, prototyped, and developed a shape-changing neck pillow using Somaesthetic techniques. The goal was to communicate a physical sensation as accurately as possible. In this instance, I wanted to transfer my understanding of "rocking".

ACHIEVEMENTS

- Performed 5 qualitative first person user tests, and 22 quantitative tests.
- Designed and created 3 iterations of prototypes.
- Created a deeply evocative and relaxing experience, thus achieving my goal.



Walk Over Me Designer | Design Project

KTH Royal Institute of Technology

Aug 2020 - Oct 2020

Walk Over Me was a 5 week group design project to enhance playground experience during Swedish winter months. We made a scalable touch sensitive light-up floor.

ACHIEVEMENTS

- I contributed to the ideation and construction of each of the 3 prototypes.
- I wrote the Arduino code for each prototype, giving the product fun intractability.
- Our group made decisions using the analysis I performed on our user testing results.
- Presented our final prototype with a large audience of varied ages with overwhelmingly positive responses.