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experience.

Garmin

User Experience Design Intern

june 2019 - sept 2019

Designed UX behavioral documentation for a vehicle infotainment system. Identified multiple new functions, user flows, and information architecture. Collaborated with a diverse team for implementation of features. Managed various meetings to explore opportunities and present findings with PM/UX/Dev teams.

Astro

UX + UI Designer

march 2019 - june 2019

Led the creative process for my team in designing a robot dogsitter and mobile companion app. Conducted user research through interviews, heuristic evaluations, and usability testing. Coordinated team meetings and multiple presentations. Designed the visual language and user interface for the project.

Project ARTogether

Social Media Design Intern

june 2018 - dec 2018

Contributed to the creative direction of the company's social media accounts. Collaborated on multimedia projects for YouTube and Twitter channels. Led a team of interns for content brainstorming and production. Produced an increase of online clicks, interactions, and awareness of the nonprofit organization.

Hive Queen

UX + UI Designer

march 2018 - june 2018

Collaborated on a team to design a physical hive monitoring system and mobile companion app. Conducted user research with beekeepers through interviews. Identified user journey maps and information architecture. Prototyped several iterations from low to high fidelity and evaluated them through usability testing.

education.

University of Washington

2016 - 2020

Bachelor of Science

Human Centered Design and Engineering

3.75 Cumulative GPA

expertise.

Skills

Interaction Design

Visual Design

Usability Testing

HTML, CSS

JS + jQuery

Product Design

User Research

Data Analysis

Java

Python

Tools

XD

Illustrator

Photoshop

Indesign

Invision

Sketch

Figma

VS Code