

WORK EXPERIENCE

Google

UX Design Intern | Jul - Oct 2019

Developed evidence-based UX features to improve the experience of Google Flights through a iterative process of product research, prototyping, and user testing. Identified previously unknown market opportunity, and supported new follow-up product initiatives in close collaboration with internal stakeholders.

NASA Kennedy Space Center

GTRI Design Consultant | May 2017 - Jan 2019

Client-facing role on a \$3M installation built to utilize new sensor interaction tech. Coordinated with PMs, developers, and researchers to carry products forward from conception to launch. Represented design strategies and updates in client presentation materials, and helped to secure funding for new phases of research and design.

Creature Product Development

Product Design Intern | May-Sept '15, Jan-May '17

Interned on a team of industrial design veterans - advancing to a product consulting role, developing diagrams and materials for user testing of smart-home devices and services. Participated in market research efforts to identify new opportunities for our clients.

Strongapps

UX Design Contractor | May - Nov 2016

Led efforts to develop interfaces and interaction flows from concept to implementation for three iOS games, including Fret Trainer, a mobile app for mastering instrument fretboards. (released to market in 2017, 4.7 rating and ~150 reviews).

Thrive Thinking

Product Design Intern | Jan 2016 - May 2016

Supported strategy and design teams to raise product quality and offer better value to clients. Built product diagrams, pitch decks, and research summaries for client presentations.

IMAGINE Lab @ Georgia Tech

Research Assistant | Jan - Dec 2015

Assisted senior researchers in development of user interfaces related to map visualizations, spatial controls, and data capture tools.

EDUCATION

Georgia Institute of Technology

B.S. Industrial Design | Aug 2013 - May 2017

M.S. Human-Computer Interaction | June 2020 Grad

Industry-partnered Capstone Projects:

Home Depot, Interaction Designer

Voice assistant made to empower sales associates with the capability to locate in-store experts to help customers.

Northrop Grumman, Interaction Designer

+ GT Capstone Expo, Best Design 2017

Blue-sky conceptualization and user research on an AI workstation used by Incident Commanders to manage disaster situations.

Philips, Hardware Interaction Designer

+ Illuminating Engineering Society Conf. 2019

+ JRLM Humanitarian Design Award, 2016

Real-time adjustments to a bedroom's sensory environment for better sleeping conditions via smart-home products.

METHODS + SKILLS

Prototyping | Rapid interface sketching, low-medium fidelity wireframes, high fidelity interactive mockups for usability testing

User Research | journey mapping, affinity mapping, stakeholder mapping, competitive product analysis, user interaction storyboards

Software | Sketch, Principle, Axure, Invision, Illustrator, Photoshop, Indesign, Google drive suite

Activities | design sprints, skill workshops, participatory design sessions

LEADERSHIP & COMMUNITIES

President of IDSA, 2017: led small team to coordinate and facilitate talks, workshops, and professional events for ~200 design students

HCI Curriculum Redesign Group, 2019

HCI Graduate Council, 2019

HCI UX Design Mentor, 2019

Atlanta Design Outreach, 2016-17

First-year Design Mentor, 2015