

education

Carnegie Mellon University
Graduating Dec. 2021

BFA in Electronic and Time
Based Media.
Minor in Human and Computer
Interaction

experience

Modern Pattern Arts
Database(Work in Progress)
UX Designer
Aug 2020 - Present

Performing potential user research and
competitive analysis to make informed
design decisions. Creating and refining
wireframes and click-throughs to
create a polished, finished website
design.

CMU Student Government
Director of Design
Aug 2019 - May 2020

Coordinating designers to brainstorm
and enact campus-wide initiatives.
Designing interactive interfaces for
better transparency within the student
body government

Little Ivy Academy
Head Instructor
May - Aug 2019

Taught middle school students the
fundamentals of HTML, CSS and game
design applications

projects

GLOP
Spring 2019

Training a style transfer AI to stylize a 3D
animation which was modeled and
rendered through Autodesk Maya and
animated using motion capture.

Support Circle
Spring 2019

Performed user research and
designed an app meant to connect
people prone to panic attacks
with a trusted friend/loved one
quickly.

skills

Interaction Design
Web Design
Front End Development
Design Research
2D + 3D animation
Motion Capture

node.js
p5.js
OpenCV
Vim
Git
LaTeX

Adobe CC Suite
Autodesk Maya
ZBrush
Unity
Unreal Engine 4
Motion Builder

Javascript
HTML
CSS
C++