

Education	<b>University of Washington</b> Seattle, Washington Graduating Year: 2022	B.S in Human-Centered Design & Engineering GPA: 3.62    Major GPA: 3.95    Dean's List Recipient Washington State Opportunity Scholar
Experience	<b>Best Buy</b> <b>Sony Home Theater Advisor</b> Seattle, Washington December 2022 - Current	Leader of the Sony Home Theater platform; presenting excellent Sony products to customers for brand loyalty. Expert in the specifications and the user experience of every Sony television/audio from this year's model. Generated <b>\$60,000+</b> in revenue for the company in just 21 days through sales. <b>#1 Home Theater Advisor</b> within the store in revenue, memberships, and customer relationships.
	<b>WMI Worldwide</b> <b>Lead UX Designer</b> Bellevue, Washington June 2022 - Current	Making design decisions for internal business management tool called <b>oRooster</b> through user research. Provided designs for clients at <b>Microsoft</b> within the <b>Azure DevOps Team</b> . Identifying overall opportunities for user experience development and propose solutions.
	<b>Reddit Capstone</b> <b>Product Designer &amp; Manager</b> Seattle, Washington January 2022 - June 2022	Designed and prototyped a synchronous engagement platform for Reddit. Utilized a mixed-method approach for user research, analyzing data from a broad user group. Created a high-fidelity prototype to present to stakeholders and earned <b>Best in Communication within the Undergraduate Department</b> .
	<b>University of Washington</b> <b>Undergraduate Teaching Assistant</b> Seattle, Washington September 2021 - December 2021	Assisted <b>90 students</b> in and out of class, as well as providing feedback on assignments. Reinforced Python lecture material with class lab time and personal office hours, <b>7 days/week</b> . Minimized assignment errors and provided feedback on upcoming assignments by testing the assignments before release.
	<b>DAX Services LLC</b> <b>Lead Product Designer &amp; Manager</b> Van Alstyne, Texas January 2020 - December 2020	Designed and published company website through a <b>CMS</b> . Conducted competitive analysis, and user testing of low and high-fidelity prototypes. Digitally hand drew all logos for service section of website on <b>Procreate</b> . Onboarded client to confidently modify website tailored to future needs. Attracted <b>112+ unique visitors</b> in the past year.
	<b>Seattle Children's Hospital</b> <b>UX Designer &amp; Project Manager</b> Seattle, Washington October 2019 - April 2021	<b>Step-It-Up App Project:</b> designed a mobile application that encourages Cancer Care Unit patients at the <b>Seattle Children's Hospital</b> to remain physically, mentally, and emotionally motivated. Researched adolescent psychology on motivation and gamified the app as a scavenger hunt to encourage patient's proactivity.
Skills	<b>DubsTech   8<sup>th</sup> Protothon</b> <b>Product Designer</b> Seattle, Washington May 2020	Fully redesigned and built a high-fidelity prototype of the <b>Coding with Kids</b> website on <b>Adobe XD</b> and <b>Figma</b> to improve the registration and course discovery for parents and children. Course registration was forecasted to increase by <b>25%</b> . Our team of five took <b>1st Place for this track</b> .
	<b>Tools + Tech</b> Figma, Adobe XD, Sketch Adobe Creative Suite Microsoft Office HTML5, CSS3, JavaScript Java, Python, React.js Jira, Confluence, Asana, Monday	<b>Research</b> Mixed Method Field Observations Usability Testing Personas Ethnography Affinity Diagramming
		<b>Design</b> Wireframing Storyboarding Rapid Prototyping Information Architecture Design Systems Interactive Prototyping