

Education

University of Washington

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

Best Buy

Sony Home Theater Advisor

Seattle, Washington
December 2022 - Current

Leader of the Sony Home Theater platform; presenting the excellence of Sony products to customers for brand loyalty. Expert in the user experience of every Sony television/audio system from this year's model. Generated **\$80,000+ in revenue** for the company in just 21 days through sales. **#1 Home Theater Advisor** within the store in revenue, memberships, and customer relationships.

WMI Worldwide

Lead UX Designer

Bellevue, Washington
June 2022 - Current

Making design decisions for an internal business management tool called **oRooster** through usability testing. Provided email template designs for clients at **Microsoft** within the **Azure DevOps Team**. Identifying overall opportunities for user experience development and proposing solutions.

Reddit Capstone

Product Designer & Manager

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 **Best in Communication within the Undergraduate Department**.

University of Washington

Undergraduate Teaching Assistant

Seattle, Washington
September 2021 - December 2021

Led **90 students** in and out of class, as well as providing feedback on assignments. Reinforced Python lecture material with class lab time and personal office hours, **7 days/week**. Minimized assignment errors and provided feedback on upcoming assignments by testing the assignments before release.

DAX Services LLC

Product Designer

Van Alstyne, Texas
January 2020 - December 2020

Designed and published company website through a **CMS**. Conducted competitive analysis, and user testing of low and high-fidelity prototypes. Digitally hand drew all logos for service section of website on **Procreate**. Onboarded client to confidently modify website tailored to future needs. Attracted **200+ unique visitors** and generated **+\$15,000 in revenue** in the past year for the client.

Seattle Children's Hospital

UX Designer

Seattle, Washington
October 2019 - April 2021

Movement: designed a mobile application that encourages Cancer Care Unit patients at the **Seattle Children's Hospital** 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.

DubsTech | 8th Protothon

Product Designer

Seattle, Washington
May 2020

Fully redesigned and built a high-fidelity prototype of the **Coding with Kids** website on **Adobe XD** and **Figma** to improve the registration and course discovery for parents and children. Course registration was forecasted to increase by **25%**. Our team of five took **1st Place for this track**.

Skills

Tools + Tech

Figma, Adobe XD, Sketch
Adobe Creative Suite, Microsoft Office
Google Analytics
HTML5, CSS3, JavaScript
Java, Python, React.js
Jira, Confluence, Asana, Monday

Research

Mixed Method
Field Observations
Usability Testing
Personas
Ethnography
Affinity Diagramming

Design

Wireframing
Storyboarding
Rapid Prototyping
Information Architecture
Design Systems
Interactive Prototyping