

Education

University of Washington

Seattle, Washington
Graduating Year: 2022

B.S in Human-Centered Design & Engineering

GPA: 3.66 Major GPA: 3.95 Dean's List Recipient
Washington State Opportunity Scholar

Professional Experience

WMI Worldwide

Lead UX Designer
Bellevue, Washington
June 2022 - Current

Generating user-friendly content for sites. Making design decisions based on user journey map analysis. Creating and implementing portals and dashboards for company product. Identifying opportunities for user experience development and propose solutions. Working with software development team to address technical and functional aspect of each projects lifecycle.

University of Washington

Undergraduate Teaching Assistant
Seattle, Washington
September 2021 - December 2021

Assisted **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

Lead UX Designer
Van Alstyne, Texas
July 2021 - August 2021

Designed and published company website through user research, 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 **112+ unique visitors** in the past year.

Projects

UW College of Engineering Website Redesign

UX Designer
Seattle, Washington
April 2021 - June 2021

Designed a new website for the University of Washington College of Engineering through iterative user research. Prototyped four main sections in the website on **Figma** to better organize the information architecture to support user's needs: Event Calendar, Placement Information, Clubs, and Academic Support. Projected to increase site visits to **4+ times/day**.

HuskyADAPT

UX Designer
Seattle, Washington
October 2019 - April 2021

Step-It-Up App Project: 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

UI/UX 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
HTML5, CSS3
Java, Python, Javascript, React
Rhinoceros 3D, SOLIDWORKS

Research

User Personas
Field Observations
Usability Testing
A/B Testing
User Interviews
Affinity Diagramming

Design

Wireframing
Storyboarding
Rapid Prototyping
Information Architecture
3-D Modeling
Filming, Editing