

## PROFILE

I am a 2019 Interactive Media Design cum laude graduate from the University of Washington. As a passionate designer, I have experience developing several user interfaces utilizing design tools such as Sketch Illustrator, Photoshop, and Figma. Examples include a variety of different applications such as my website and a school project of a unique display of brain activity to enlighten self awareness.

I enjoy and value working with a team to achieve successful outcomes in delivering innovative results. Beyond academic rigor, my curiosity and self-motivation to expand my knowledge and expertise led me to learn front-end web development in order to empower myself to contribute to my future success.

## SKILLS

### PROGRAMMING

HTML  
CSS  
JavaScript  
jQuery  
SCSS  
SASS  
NodeJS  
EJS  
react.js

### DESIGN

Web Design  
UI Design  
Personas  
Use Case Scenarios  
Lean UX  
Agile Development  
Wireframing  
Site Mapping  
Responsive Design

### SOFTWARE

Sourcetree  
Adobe Suite  
InVision  
Figma  
balsamiq  
Sketch  
Zeplin

### OTHER


AR/VR  
Social Media  
Marketing  
Team-focused  
Test-Cases

## EDUCATION

### BA INTERACTIVE MEDIA DESIGN (IMD)

University of Washington | Sep '17 - Jun '19

**Mission:** With its interdisciplinary approach to interaction design and emphasis on studio practice, IMD enables students to develop creative solutions to complex problems.



3.74 GPA

### Societies/Clubs

UX Club  
Phi Theta Kappa, National Honors Society  
Society for Collegiate Leadership & Achievement (SCLA)

### Awards

Cum Laude Honors

## EXPERIENCE

### FRONT-END WEB DEVELOPER

Self-employed | 2019 - 2020 • 1 year

- Developed functional web applications that are user friendly and followed W3C standards to create an engaging and accessible user experience.
- Tested web applications for bugs and found fixes to create high quality websites.
- Designed web applications in Sketch and exported designs to Zeplin to accelerate production in launching products.

### GAME DESIGNER

Digital Future Lab | Jan 2019 - Jun 2019 • 6 months - Internship

- Designed and tested engaging levels in the new puzzle game, "SEED" to create thought-provoking and memorable experiences for the users.
- Tested the multiplayer update for Ghostlight Manor to ensure a smooth and bug-free release.
- Utilized gitlab and Sourcetree to log bugs, update the supervising manager of completed tasks, and create a communicative environment between teams.

### UI/UX DESIGNER

IntroSpect | Jan 2019 - Jun 2019 • 6 months - Academic

- Created deep self-reflection by converting brain-wave data into an augmented reality (AR) experience.
- Documented, recorded, and displayed the six-month design journey in a display exhibit, providing insight to hundreds of visitors.
- Researched scientific inner-workings behind the MUSE EEG brain sensor to create a more engaging and understandable experience.

### QUALITATIVE RESEARCHER

Wing Luke Museum | Sep 2018 - Dec 2018 • 3 months - Academic

- Used data collected to create intuitive solutions to improving the visitor journey and increase guest return rate by 50%.
- Applied collected data to create verbal and visual surveys for guests and improved data collection quality in doing so.
- Final report's recommended solutions were used on-site and have been successful in their intended uses.

### GAME DEVELOPER/ARTIST

Cataclysm Cleaner | Apr 2018 - Jun 2018 • 3 months - Academic

- Worked in the Unity Engine and coded in the C# language to develop designed game mechanics in a 3 month time-frame.
- Designed custom sprites and the user-interface to improve player experience and understanding of the game mechanics.
- Produced a video trailer to better showcase the game to others and increase visibility and understanding.