

## Education

### Carnegie Mellon University

Bachelors Degree, Class of 2019

### Design + HCI double

GPA: 3.8, Dean's List

## Honors + Press

FastCo Innovation by Design '18,  
FastCo World Changing Ideas '21

🍏 Patent Awards '18, '20, '22

Exhibition by Decentral Art Pavilion  
during Venice Biennale '21

Data&Society's FuturePerfect '18  
Conference Exhibition

Published at TEI '17 & '19

Featured by Unilad, Bouncy Media '17

Design Class Merit Award '16, '18  
CMU Presidential Scholar  
National Merit Scholar

U.S. Geothermal Design and  
Media Campaign Winner

Code For Cause winner  
at AngelHacks DC Hackathon

5 juried Art shows, 10 National  
Scholastic Art & Writing Awards '15

## Skills

Adobe CC  
Illustration & VFX  
3D modeling  
Sketch / Figma  
Interaction design

HTML / CSS / Javascript  
Framer  
Java  
Physical computing  
Unity + C#

## Experience

### Prototyping Designer |

Current job

### Technical Co-Founder | shADe Chrome Extension

Fall 2020 - 2022 (Part time)

Code, from first working demo to Chrome Store public release.  
Additional contributions to visuals and interaction design as desired.

### Illustrator + Technical Artist | Freelance

2016 - 2021

Illustration for startups, children books. Design, 3D model, and handle VFX  
on album art, music videos, pitches (for Aguilera, Lizzo, Cardi B, FKTwigs)

### Prototyper | Pison Technology Startup

Fall 2018

Remote contract to design gestural interactions and develop demos for  
electro-neurographic wearable

### UX Intern | Google

Summer 2017

Help GSuite redesign with comprehensive visual audit, and make new  
system of spec flexible components for 2018 launch.

### Interaction Researcher | CS + Psych Labs

2016 - 2018

Create visuals, code prototypes and run user tests. Assess potential of  
speech driven animated books for enhancing language acquisition.

## Projects

### Google Creative Lab AI Research Grant

Speculative design concept and prototype of a robotic system to give  
body and expression to the AI assistant running on phone.

### T.E.I. Design Conference Paper & Demo

Principal author and co author of two research papers presented with  
working demos at the Tangible Embedded Interactions Conference

### Generative Video for Fashion Show

On the creative board for Lunar Gala 2018 (Pittsburgh's largest  
fashion show). Invited to script footage for video graphics.

### Building User Centered Sensor Systems

Research, evaluate and build android programs/algorithms to  
best analyze and use data from various sensor systems.

**Note** This resume is general. Tailoring to specific roles on request