

## Experience

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### Spotify — Product Design Intern

Summer 2018, San Francisco

Researched, designed, and prototyped app integrations for messaging, mobile games, and maps. Coled a design sprint on mobile gaming.

### IDEO — CoLab Fellow, Freelance Designer

Jan - May 2018, San Francisco

Worked with IDEO CoLab to design and prototype Cryptonites, a game that allows users to collect and battle 3D, virtual planets on the Ethereum blockchain. Returning for the 2019 fellowship.

### USC — Head Teacher's Assistant (ITP 344)

2016 - 2018, Los Angeles

Led office hours and grading for Intro and Advanced iOS.

### Apple — Software Engineering Intern

Summer 2016 & 2017, Cupertino

In 2017, I built Live Listen, an accessibility feature for AirPods that was shipped in iOS 12 and featured in TechCrunch, Forbes, and Business Insider. In 2016, I designed an app for developers.

### Codecademy — Advisor

2016, Remote

Advised students in JavaScript, Java, HTML/CSS, and SQL.

### USC School of Cinematic Arts — HCI Researcher

Spring 2017, Los Angeles

Designed and prototyped Photogram, a AR photography and memory exploration app for the HoloLens, in USC's MxR Lab.

### Rizikitoto — Founder

2014 - 2017, San Francisco

Created an organization that helps children in Ugandan orphanages become more self-sufficient through app revenue.

## Skills

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**Design** — Sketch, Framer, Photoshop, Illustrator, Figma, Cinema4D, Maya

**Tech** — Swift, Objective-C, JavaScript (Three.js, p5.js), C++, WebGL, Unity, HTML/CSS

## Education

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### University of Southern California

B.S. Arts, Technology, and the Business of Innovation. 2015 - 2019

The Jimmy Iovine and Andre Young Academy offers an integrated learning experience in design, technology, and business.

**Coursework:** Product Design, Design Theory, Motion Graphics, Data Structures, 3D Design, Advanced iOS, Animation, Explorations of AR, Rapid Visualization, Discrete Math.

## Projects

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**Mello** — Smart diffuser for the home.

**Events** — Find availability from iMessage.

**Potter Pics** — Harry Potter social network.

**Wklymotion** — Motion graphic experiments.

**Synthesize** — Music visualizations.

**5 iOS Games** — 5 unique app store games.

**Disney's Stitch** — 5 ft prototype of Stitch.

+ other fun projects detailed on my website

## Honors

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Oculus Launch Pad Fellow

Google's ACM CHI Conference Grant

SXSW EDU Scholarship

Iovine-Young \$5,000 Prize

Facebook Grace Hopper Scholarship

Facebook F8 Developer Scholarship

RWDevCon Scholarship

Microsoft Grace Hopper Scholarship

try! Swift NYC Scholarship

Accenture Student Empowerment Fellow

USC Dean's Scholarship

Quip Engineering Scholarship

Gold Presidential Volunteer Service Award