

## SUMMARY OF QUALIFICATION

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Master's student in Information Studies with a focus on HCI and UX Design at UT Austin. Former Design Engineer at Visa Inc. with expertise in design systems with React and Angular, offering a strong foundation in user-centered design and practical implementation with strong visual design skills with Figma. Eager to deepen knowledge in systems thinking and information architecture design.

## PROFESSIONAL EXPERIENCE

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**Design Engineer** at Visa Inc., Austin, TX

May 2022 - June 2024

- Spearheaded the creation and management as the lead engineer for Visa Design System React library—Nova, enhancing collaboration between designers and engineers to deliver seamless user experiences.
- Achieved industry-level accessibility (WCAG 2.1) compliance for Nova, significantly improving accessibility and inclusivity, in collaboration with A11y researchers.
- Authored comprehensive documentation of Nova in React and led knowledge-sharing sessions, resulting in a 50% time reduction in onboarding time for new developers.
- Identified and implemented process improvements for VaultKey+ Design system in both React and Angular.
- Facilitated cross-functional communication and problem-solving, leading to a 30% decrease in bug resolution time in VaultKey+.
- Provided critical support for North American and Asia-Pacific regions, successfully addressing and resolving high-priority issues in both legacy and new design systems.

**Visualization (Frontend Engineer) Intern** at MANN+HUMMEL, Cary, NC

Aug 2021 - May 2022

- Led the design of a specialized portal interface collaborating with the leadership team. Developed a single-page application (SPA) using React + Typescript and MS Graph API, allowing leadership teams to visualize and edit datasets seamlessly, reducing dependency on SharePoint lists and online Excel. Achieved a 50% improvement in team efficiency by implementing the new web portal.
- Reimagined a legacy Production Console Interface, creating a user-friendly tablet interface for internal clients using Figma, enhanced the overall user experience, contributing to improved usability and efficiency by 40% in day-to-day operations.

## SKILLS

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**Design Tools:** Figma, Adobe XD, Photoshop, Lightroom, Illustrator, After Effect

**Development Tools:** NPM, PNPM, Homebrew, GitHub, Bitbucket, Accessibility Insights, Jenkins, Unity

**Programming Language:** HTML/CSS, JavaScript, Python, Typescript, Java, C, C++, C# and OpenGL

**Frameworks:** React, Angular, NextJS, REST, Express.js, Django, NodeJS, Microsoft Graph

## EDUCATION

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**University of Texas at Austin**, Austin, TX

**M.S. Information Studies**, with concentration on **HCI and UX Design**, expected May 2026

**North Carolina State University**, Raleigh, NC

**B.S. Computer Science, minor in Art and Design**, May 2021

GPA: 3.44/4.0 (Dean's List)

## OTHER PROJECTS

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**Trusty** – A collective mobile news prototype that provides a trustworthy source feed with smooth feed. Ranked in the top 20 out of 315 competitors in the Adobe Creative Jam with New York Times 2021.

**VRcade** – A set of arcade games in Unity VR (Oculus Quest) in a hackathon at Hack Reality 2021 (Remote) in Chapel Hill, NC. Won 3rd prize on the entertainment tracks.

**Monitor Lizard** – A scalable monitoring web app with Django and Docker, providing email notifications for anomalies. Designed dashboards and user interfaces with Figma.