



— Research  
— Design  
— Development

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## ■ EDUCATION

### Georgia Tech

Atlanta, GA — 2020-2022

MS in Human-Computer Interaction  
GPA 4.0

### Georgia Tech

Atlanta, GA — 2015-2019

BS in Computational Media  
GPA 3.65 (*Highest honors*)

## ■ SKILLS

### Design

Adobe Ai, Ps, Id, Ae  
Figma  
Wireframing  
Prototyping

### Web Dev

HTML, CSS, JS  
React  
Svelte  
Express  
MongoDB  
Node.js  
Git  
Docker

### XR

Unity  
Unreal Engine  
Blender  
HLSL  
AR Core  
Reality Capture

### Research

Interviews  
Literature Review  
Heuristic Evaluation  
Contextual Inquiry  
Affinity Mapping  
Qualtrics  
Personas

### Data Science

Tableau  
D3.js  
Python  
Excel

### Devices

Arduino  
Laser Cutting  
3D Printing  
Solidworks

## ■ EXPERIENCE

### NCR • UX Researcher, UX Designer

Atlanta, GA — May 2021-August 2021

Conducted user testing for front-end NCR apps that delivered valuable usability insights. Designed screens essential to back office application. Provided rigorous literature review for internal design system.

### T+ID Lab, Georgia Tech • Researcher, Frontend Dev

Atlanta, GA — August 2020-December 2020

Developed a prototype realtime data visualization dashboard and front-end features for Aggie, a semi-realtime social media tracking application designed to aggregate data from developing nations.

### Carnegie Mellon HCII • Researcher, Web Developer

Pittsburgh, PA — May 2019- February 2021

Developed a prototype realtime data visualization dashboard and front-end features for Aggie, a semi-realtime social media tracking application designed to aggregate data from developing nations.

### ConvexMind • Designer, Game Developer

Atlanta, GA — August 2020-December 2020

Developed mobile game for young learners that used machine learning to generate novel challenges. Designed game aesthetic & marketing materials for company.

### Freelance Developer • Full Stack Web Developer

Atlanta, GA — November 2016-July 2020

Designed & developed several web apps for clients in a variety of domains.

## ■ SELECTED PROJECTS

### Grove • UX Researcher, Designer

Conducted user-driven research in a team to design a prototype mobile app to help vegans and vegetarians discover new restaurants that satisfy their dietary needs.

### Lecture Code Live • Full Stack Web Developer

Developed full stack web app for use during code workshops I ran during Hack GT and elsewhere. A local python script synced file changes with the web app, allowing workshop attendees to copy code if they lagged behind.

## ■ LEADERSHIP

### Computational Media Ambassador • Vice President

Represented my peers to the academic administration and spearheaded efforts to expand student-lead workshops to supplement gaps in the Computational Media curriculum