



— 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

Research

Interviews
Literature Review
Heuristic Evaluation
Contextual Inquiry
Affinity Mapping
Qualtrics
Personas

Data Science

Tableau
D3.js
Python
Excel

Devices

Aduino
Laser Cutting
3D Printing
Solidworks

■ EXPERIENCE

TI+D 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*

Atlanta, GA — May 2019-Present

Developed gamified drag and drop interface for an automated algebra tutor so students would feel more motivated to continue learning, and then tested the interface with students.

ConvexMind • *Designer, Game Developer*

Atlanta, GA — May 2018-December 2019

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