

Education

Rochester Institute of Technology

Rochester, NY

Human-Centered Computing

GPA: 3.13 / 4.0

Expected May 2021

Nanzan University / IES

Nagoya, Aichi, JP

5-Month Study Abroad

GPA: 3.40 / 4.0

Skills

Figma

InVision

Adobe XD

Adobe Illustrator

Adobe Photoshop

Wireframing

Prototyping

User Research

Usability Testing

HTML5

JavaScript

CSS3

Git

Experience

Front-End Developer Intern

Tokyo, JP

Tamago-DB

6/03/2019 - 8/21/2019

Refactored charts originally configured using a legacy Google Charts library with a more modern C3.js library. Using Laragon as a local development environment, tweaked design elements in a Symfony 3 codebase using HTML, CSS, and JavaScript.

Media Production Assistant

Rochester, NY

Rochester Institute of Technology

Fall 2019 & Spring 2020

Receive and process video presentations from professors for subtitling. Record classroom lectures and other events at the request of RIT faculty.

Projects

Magic The Gathering Vending Machine Prototype

In a team of two, worked through an iterative design process using sketches, a user flow diagram, and wireframes, designed a prototype for a Magic The Gathering Trading Card vending machine in Figma.

AllTrails App Reskin

Through an iterative process using sketches and wireframes, designed a reskin of the app *AllTrails*. Changed fonts, colors, and overall design.

Squicoon Land II: Recovery

As part of the Philly Game Jam 2019, worked in a team of 9 to develop Unity-based game. Contributed to game development by producing 2D assets such as raccoons and seed packets using Adobe Illustrator and Photoshop.