

## Education

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### **Rochester Institute of Technology**

Rochester, NY

#### **Human-Centered Computing**

GPA: 3.17 / 4.0

Expected May 2021

### **Nanzan University / IES Abroad**

Nagoya, Aichi, JP

#### **5-Month Study Abroad**

GPA: 3.40 / 4.0

## Skills

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Figma

InVision

Adobe Creative Suite

Wireframing

Prototyping

User Research

Usability Testing

HTML5

JavaScript

CSS3

Git

Japanese (~N3)

English (Native)

## Experience

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### **Front-End Developer Intern**

Tokyo, JP

Tamago-DB

June 2019 - August 2019

Refactored charts originally configured using a legacy Google Charts library with a more modern C3.js library.

- Used Laragon as a local deployment environment
- Tweaked design in a Symfony 3 codebase using:
  - HTML/CSS
  - JavaScript

### **Media Production Assistant**

Rochester, NY

Rochester Institute of Technology

September 2018 - Present

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

## Projects

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### **Mutter Museum Hertyll Skull Collection Interface**

Through an iterative process using wireframes and user flow diagrams, designed an interactive display interface through Figma for the Hertyll Skull Collection at the Mutter Museum in Philadelphia.

### **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.

### **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.