

## 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

June 2019 - August 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

September 2018 - Present

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.