

Education

Rochester Institute of Technology

Rochester, NY

Human-Centered Computing

GPA: 3.16 / 4.0

May/August 2021

Nanzan University / IES Abroad

Nagoya, Aichi, JP

5-Month Study Abroad

GPA: 3.40 / 4.0

Skills

Figma

InVision

Adobe Creative Suite

Wireframing

Prototyping

User Research

Usability Testing

HTML5

JavaScript

CSS3

Git

English (Native)

Japanese (~N3)

Experience

Front-End Developer Intern

Shinagawa, 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, USA

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

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.