

#### Education

# Cornell University · B.S. Information Science · May 2022

Intro to Digital Product Design, Intro to iOS Development, Networks GPA 4.0

# Experience

# GitHub · Design Systems Intern · June 2019 to Aug 2019

Created prototyping tools in Figma to speed up product design exploration flow and ease onboarding for new designers. Designed core UI components for Primer, GitHub's open source design system.

# Cornell AppDev · Instructor & Product Designer · Jan 2019 to Present

Taught over 50 students industry-standard product thinking, interaction design, and visual design to cultivate design education and community. Designed apps to help over 5000 students find places to eat and stay healthy daily.

# **IDEO Makeathon** · Product Designer · Oct 2018

Designed a digital and physical experience solution to help patients keep in touch with loved ones over long distances.

# **Projects**

# Starbucks Sampler · Jan 2019 to May 2019

Analyzed user needs and ideated a solution to encourage users to try new drinks. Designed and prototyped a feature encouraging users to try new drinks and share customized drinks with friends using Figma and Origami Studio.

# Respond · Sept 2018

Designed a mobile app using machine learning to prioritize situations for first responders during natural disasters in Figma. Recognized by IBM's Call for Code competition for creating unique solutions to natural disasters.

# **Activities**

# a16z Generation Design Program · Mentee · Jan 2019 to May 2019

Worked with designers at TM Design and Innovation Firm to better understand the design needs and goals of the tech industry's leading startups.

# xREZ Art + Science Lab · Research Assistant · Aug 2017 to May 2018

Analyzed data from 52 participants to further explore the concept of presence in virtual reality. Co-authored paper in the Engineering Reality of Virtual Reality conference 2018. Read more at https://bit.ly/xREZVR.

#### **Interests**