

## EXPERIENCE

### UX Design Intern

May 2019 - present

#### Center for Academic Innovation

- Redesigned ProblemRoulette(online quiz platform) research framework interface and improved user flow and information architecture
- Designed ProblemRoulette's About page and Landing page for tool promotion
- Redesigned Atlas(data visualization tool) course collections feature, created wireframe and prototype and conducted usability tests
- Helped build design system and develop end-to-end interaction patterns

### Student UX Designer

Jan 2019 - present

#### Mission Throttle · 2 semester Multidisciplinary Design Program

- Collaborated on a multidisciplinary team to design a web-based application for mission-driven organizations that enable efficient communication and data tracking
- Created interview protocol and conducted stakeholder and user interviews to establish design goals and created user personas
- Applied Agile design principles, created wireframes and built low-fidelity and high fidelity prototype of the app
- Closely coordinated with the fronted team to develop HTML/CSS partials

## PROJECTS

### UX Researcher

Jan 2019 - Apr 2019

#### Google — 4-month Project-based Course

- Conducted a usability research project to understand usage and attitude of Google Assistant among user age 16-26
- Leveraging 1-1 interview, survey, competitive analysis, card sorting, usability tests, heuristic evaluation research methods.Redesigned Atlas(data visualization tool) course collections feature, created wireframe and prototype and conducted usability tests

### Product Designer

Jan 2019 - Apr 2019

#### Citizen Interaction Design Program - City of Ferndale

- Designed and prototyped a web-based application which integrated the various reporting streams and outputs information that can improve DPW's efficiency and citizen reporting efficacy

### Product Designer

Sep 2018 - Dec 2018

#### D-Lens — Detroit Midtown Cultural Connections Design Competition

- Lead a team of four to design solutions for the Detroit Institute of Art's public space problem, prototyping D-Lens, an interactive life-size monitor for way-finding fun
- Received Honorable mentioned of Product Design of the competition

### UX Designer

Sep 2018 - Dec 2018

#### CookPal — 4-month project-based course

- Ideated and designed a mobile app that enables college students creating meal-prep events with friends, making meal-prep a fun and social activity

## EDUCATION

### M.S in Information

#### Human-Computer Interaction

University of Michigan, Ann Arbor  
School of Information

April, 2020 | GPA: 3.75

### B.S in Architecture

University of Michigan, Ann Arbor  
Taubman College of Architecture

April, 2018 | GPA: 3.56

## UX METHODS

Interaction Design  
Design Thinking  
User Interview  
Wireframing  
Rapid Prototyping  
Contextual Inquiry  
Heuristic Evaluation  
Usability Testing  
Storyboarding  
A/B Testing

## TOOLS

Sketch  
InVision  
Figma  
Principle  
Adobe Photoshop  
Adobe Illustrator  
Adobe XD  
Adobe After Effect  
Rhino  
Unity

## PROGRAMING LANGUAGE

HTML 5/ CSS 3  
Python  
JavaScript