

EXPERIENCE

UX Design Intern

05.2019 - present

[Center for Academic Innovation, University of Michigan](#)

- 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 building design system and developing interaction patterns.

Student UX Designer

01.2019 - present

[Mission Throttle · 2 semester Multidisciplinary Design Program](#)

- Consulting in 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

Product Designer

09.2018 - 12.2018

[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 wayfinding fun
- Received Honorable mentioned of Product Design of the competition

UX Researcher

01.2019 - 04.2019

[Google — 4-month project-based course](#)

- Currently conducting 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.

Product Designer

01.2019 - 04.2019

[Citizen Interaction Design - 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 efficacy.

UX Designer

09.2019 - 12.2019

[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

TOOLS

Sketch

InVision

Figma

Principle

Adobe Photoshop

Adobe Illustrator

Adobe XD

Adobe After Effect

Rhino

Unity

PROGRAMING LANGUAGE

HTML5/CSS3

Python

JavaScript