

Education **Cornell University** · B.S. Information Science · May 2022

Digital Product Design, iOS Development, Web Design

GPA 4.0

Instagram · Product Design Intern · June 2020 to Aug 2020 Experience

> Designed creative tools for Instagram Reels to help creators tell great stories. Developed prototypes in Origami to conduct usability testing and handoff.

PatchRX · Product Designer · April 2020 to May 2020 | Oct 2020 to Nov 2020

Designed core user experience, incentives, refill, and chat features to reward users for high medication adherence. Worked directly with founders and core engineer team to develop product development strategy and implementation.

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.

Starbucks Sampler · Jan 2019 to May 2019 **Projects**

> 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.

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

> Taught over 60 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.

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.

Recognition Eagle Scout, Aga Khan Foundation Youth Ambassador

Interests Sweet tea, Dallas sports, R&B music