

Education

University of California, Berkeley
B.A. Cognitive Science
Graduating in May 2020

Tools

Photoshop, Illustrator, Premiere Pro,
Figma, Sketch, Principle, Invision,
Unity, Maya, Python, C#, HTML/CSS

Projects

Moderation Rules

Redesigning moderation tools for publishers.

Hangurs

Creating an online marketplace for second hand clothing items.

Invisible Disabilities

Communicating needs for individuals with invisible disabilities on public transportation.

FidgetBlox

Developing modular gadgets to improve floating attention.

MuMa

Designing a music discovery product for artists and listeners to encourage diverse and novel exploration.

Honeybook

Redesigning a wedding venue search platform.

Ubiquity Press

Improving engagement and usability for an academic publication platform.

Doggo

Improving the animal adoption process, prototyped in Swift.

Pond

A relaxing virtual reality experience with fishing gameplay to provide a break from life.

Work Experience

Product Design Intern — Atlassian

May 2019 - August 2019 (Mountain View, CA)

Researched and designed tools to empower users to create Confluence spaces on the Discovery and Organization team.

Product Design Intern — Disqus

June 2018 - August 2018 (San Francisco, CA)

Researched and designed publisher and commenter features for Disqus users. Shipped comment editing UI, and worked closely with PMs and engineers to research and ideate on moderation tools for publishers.

UI/UX Design Intern — Geekbears

October 2017 - June 2018 (Berkeley, CA)

Illustrated user journeys, ideated on design concepts, prototyped and shipped 3 key products at Geekbears as the previous sole and lead designer. Past projects include collaborations with Hangurs, Laguna Promenade and Single Parent Advocate.

Leadership

President, Project Manager, Consultant — Berkeley Innovation

September 2017 - present (Berkeley, CA)

Lead executive decisions for internal and external operations within Berkeley Innovation, a student run design consultancy. Previously served as a project manager overseeing professional development and design frameworks for 8 project teams, and as a consultant on 2 client projects.

Art for Animation/Art 198 Instructor — UCBUGG, 2D Animation

June 2017 - December 2017 (Berkeley, CA)

Mentored students through the 2D art for animation pipeline (storyboarding, preproduction, character and environment design, animatic processing, sound/video editing in Premiere Pro). Led weekly critiques and taught lectures for class.

Extracurriculars

Innovative Design, pro-bono graphic designer (2018)

UC Berkeley Symphony Orchestra, violinist (2016 - 2018)

Team HBV, VP of Tech and Publicity (2016 - 2017)

Isacoff Lab, Helen Wils Neuroscience Dept., researcher (2017-2018)

Cal Climbing (2018 - present)