

ARIDALY

Digital Product Designer

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EDUCATION

Carnegie Mellon

2015 - Aug 2020

Master of Human-Computer Interaction

Bachelor of Fine Arts, Electronic and Time Based Media

University Honors

Study Abroad, Shanghai International Studies University

EXPERIENCE

Oasis Recovery
Center X MHCI

Jan 2020 - Present

Product Designer + Project Manager

Ideated and prototyped a [livestreaming platform](#) to make resources and support for addiction more accessible. Designed responsive web UI flows, conducted usability tests, and established product strategy to modernize the addiction treatment industry. Planned sprints to manage an agile team.

CMU Social
Cybersecurity

Fall 2019

Product Designer

Led the design of a [mobile app](#) improving the cybersecurity behavior of young adults under the guise of daily self-improvement tasks. The app supports new research into social psychology's affect on cybersecurity.

LearnLab

Summer 2019

UI / UX Design Intern

Lead designer for educational research [web applications](#). Created UI designs and style guides to improve usability and branding.

teamLab

Winter 2018

Interactive Design + Programming Intern

Designed and coded a [Unity3D prototype](#) for an interactive projection in the Tokyo Borderless Museum to improve user engagement.

Deeplocal

Summer 2018

Software Engineer Intern

Software lead for a [Google Cloud Space installation](#), and key front-end and back-end developer for two other shipped Google installations.

Iontank

Summer 2017

Creative Technologist Intern

Designed, fabricated, and programmed a [physical prototype](#) to establish the creative direction for a large-scale client installation.

SKILLS

UI / UX Design

Wireframing, Prototyping, Visual Design, Motion Design, Design Systems

Design Tool Kit

Adobe Suite, Figma, Sketch, Invision, Notion, Digital Fabrication

UX Research

Structured Interviews, Think Alouds, Journey Mapping, Storyboarding

Programming

HTML, CSS, JavaScript, jQuery, Node.js, Git, Unity3D, Python, C