

ARIDALY

Digital Product Designer

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EDUCATION

Carnegie Mellon

Aug 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 - Aug 2020

Product Designer + Project Manager

Managed a team of 5 designers and researchers in designing responsive web UI flows, conducting usability tests, and establishing product strategy to modernize the addiction treatment industry, improving accessibility to addiction resources and support through a [livestreaming platform](#).

CMU Social
Cybersecurity

Fall 2019

Product Design Lead

Designed a [mobile app](#) improving the cybersecurity behavior of young adults under the guise of daily self-improvement tasks, a project selected for implementation by the client team to further cybersecurity research.

LearnLab

Summer 2019

UI / UX Design Intern

Led the design of UI and style guides for [web applications](#) to personalize mentorship and synthesize learning data, improving 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

Developed a [Google Cloud Space installation](#) as lead front-end and back-end software engineer, and key developer for two other shipped products.

Iontank

Summer 2017

Creative Technologist Intern

Designed, fabricated, and programmed an [electronic art prototype](#) to establish the creative direction of a large-scale installation for Google.

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