

## **Experience**

- Headed product efforts and worked directly with CTO to design and develop a web application using Agile methodologies on a 2-week sprint cycle, following mobile-first conventions of responsive design, WCAG 2.1 accessibility standards, and Jakob Nielsen's 10 Usability Heuristics for UI Design.
- Designed and released 2 cross-platform mobile apps available on the Google Play Store and IOS App Store.
- Developed brand design systems and component libraries using Figma.
- Conducted 200+ 1:1 user interviews, circulated monthly surveys, and organized design-thinking exercises (journey mapping, user profiling, storyboarding, etc.) to understand user needs and find product-market fit.
- Directed two paid design internships (Summer '21, '22) in partnership with the Nueva School in Palo Alto.

Product Designer Digital Applied Learning and Innovation Lab Hanover, NH — Dec '18 - Jun '19

- Conducted primary user research with teachers and students in the Hartford Autism Regional Program to understand how to elicit delight and harness it for focus and learning.
- Constructed physical prototypes using wood, foam, and found objects to explore how texture could effect students' moods, engagement, and energy levels.
- **Created observation forms** to help teachers measure and record their students' engagement with the different prototype options.

## **Expertise**



## **Education**

Dartmouth College, Hanover, NH Sep '15 - Jun '19

Bachelor of Arts, cum laude Major: Economics modified with Psychology

Minor: Philosophy

Relevant Courses: ENGS012: Design Thinking

Foreign Study: Advanced Language Study Abroad based in Rome, Italy

Philosophy Foreign Study Program in Edinburgh, Scotland

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Backcountry Skiing 🦫 Hiking 🔲 Gardening 🔨 Fixing Cars 🛀