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EDUCATION

University of California - Irvine | 3.74 GPA
Bachelor of Science, Informatics (Anticipated 2020)

Concentration in Human-Computer Interaction Minor in Political Science Dean's List 6/6 quarters

EXPERIENCE

Zynga | UX/UI Design Intern - Unreleased Title & Zynga Poker San Francisco CA, June 2019 - Present

Rapidly iterate and test a variety of ideas using wireframes, sketches and fully designed comps when needed. Designed UI for unreleased mobile game. Create prototypes for user testing sessions. Mock up and prototype features according to spec. Work closely with Producers and PMs to create simple creative solutions to complicated design needs.

UCI Health and Information Lab (HAI) | Research Assistant *Irvine CA, Sep 2018 - Present*

Assisting in study on understanding emotion and thought responses to data engagement. Developing study procedures and recruitment methods. Collecting data through think-aloud exercises and surveys. Analyzing data collected through user interviews and surveys.

CodingMinds Academy | Instructor

Irvine CA, Oct 2018 - Present

Develop customized introductory and intermediate Python curriculum for students 10-17 years old. Lead instructor for 8-week sessions on Python. Provide students with 1-on-1 debugging assistance and guidance. Prototype students' projects using MCPI and App Inventor.

UCI Student Government and Media | Design Editor

Irvine CA, Aug 2018 - June 2019

Responsible for coordinating layout and design of 2018-2019 UCI Anthology. Delegated tasks to design interns and approve pages created by them. Created style guide to be used by yearbook staff. Led a design team of five interns.

SKILLS/TOOLS

UX Methods	Design & Tools	Programming
Usability testing	Sketching	HTML/CSS/Javascript
Cognitive walkthrough	Figma	React
Heuristic evaluation	Protopie	Java
Competitive analysis	XD	Python
User Interview	Photoshop	Git
Survey	Illustrator	
Prototyping	InDesign	
Wireframing		

AWARDS

UROP Fellow - Received \$500 grant from UCI for study on diet/fitness apps