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EDUCATION

San Francisco State University, B.S. Computer Science   Expected Graduation: May 2021
- **Relevant Coursework -** Database Systems, Software Development, Discrete Mathematical Structures, Analysis of algorithms, Internet Application Design & Development, Human-Computer Interaction
- **Dean's List** - Fall 2017, Spring 2018, Fall 2019

StudentsWhoDesign, Digital Product Design School   December 2019 - Present
- **Relevant Coursework -** Visual Design, Product Design, Prototyping, User Testing, Research Case Studies

EXPERIENCE

HW Infotech
Product Design Intern   05/2019 - 08/2019
- Redesigned virtual background, increasing feature adoption by 25 percent
- Build high fidelity prototypes for new applications
- Defined and expanded design system components

San Francisco State University
Student Product Designer   11/2017 - Present
- Conducted user research using **Google Analytics**, Qualtrics surveys and interviewing students
- Designed prototypes for 3 websites based on user research
- Implemented responsive websites and debugged issues that arose with the performance of the websites
- Worked on 50+ fliers, holiday cards, & brochures respecting university branding guidelines

PROJECTS

Weekend | Best User Experience | Mobile Space   [Code]
Travel planner mobile app that helps to discover interesting spots and plan out an itinerary beforehand
- Developed a **Python** script to automate filtering of categories based on user preferences
- Utilized **ScrollView** animation and **Google Maps API** to implement a card-carousel of nearby places

Hit Pong | Best Game | CruzHacks 2018 | UC Santa Cruz
- Built a web-based multiplayer game and deployed it on **Heroku**
- Used **Firebase** to sync user data between multiple users
- Designed **RESTful** Backend Server using **NodeJS** and **PostgreSQL** and deployed on **Heroku**

Facebook Messenger UX Case Study | Students Who Design   [Link]
- Built a solution to optimize and improve the user experience for file sharing on messenger

LEADERSHIP

SF Hacks | (Association for Computing Machinery)   Jan 2018 - Present
Lead Designer
- Lead a team of 3 to design and develop SF Hacks website, brochures, and stickers which was the first collegiate hackathon in San Francisco with over 550+ people in attendance

SKILLS

Research: Usability Testing, Personas, User Stories, Surveying
Ideation: Lo-fi Wireframing, Affinity Mapping
Prototyping: Hi-fi Wireframing, User Interfacing, Sketch, XD, Figma
Dev Handoff: InVision, Origami Studio, Framer X, Jira
Languages: HTML/CSS, SCSS, JavaScript ES6
Frameworks: React, React Native
Adobe Creative Cloud: Photoshop, Illustrator, Premier Pro, After Effects, Lightroom, Audition