

## EDUCATION

Aug '19 – May '21  
Ithaca, NY

### **Cornell University**

B.A. in Information Science. Concentrations in Data Science and User Experience. Minor in English. GPA: 3.69.

## EXPERIENCE

Jan '20 – Mar '20  
Ontario, CA

### **Sirimangalo International** – *User Experience Designer*

Developed and tested an educational web application for Pali language and Buddhist scripture using HTML/CSS, Javascript, and React. Prototyped interface redesign using Figma.

May '19 – Pres  
Ithaca, NY

### **Cornell University** – *Energy Data Coordinator*

Consult design and full-stack development of energy data management dashboard. Visualize data and communicate conservation goals for residential and building administration clientele.

Aug '19 – Pres  
Ithaca, NY

### **Cornell University** – *Teaching Assistant*

Teaching Assistant for INFO 4240: Designing Technology for Social Impact. Evaluating student work and providing constructive feedback around socially-conscious design principles.

May '19 – Dec '19  
Ithaca, NY

### **Cornell University** – *Computational Research Assistant*

Extract socio-economic language data by writing Python web scraping scripts for Web of Science searches. Utilize Regex, Pandas, Scikit-Learn, and R to visualize trends in text data.

## LEADERSHIP & INVOLVEMENT

Feb '19 – Pres  
Ithaca, NY

### **Cornell U. Sustainable Design**

#### *User Research Lead*

Organizing a team of designers in conducting empathy fieldwork, applying design thinking tools, and testing design prototypes. Providing consultation to City Hall for optimizing three public parking garages.

Jan '20 – Pres  
Ithaca, NY

### **Cornell Creative Computing Club**

#### *VR Developer*

Collaborating with a team of designers and developers to create an immersive Virtual Reality subway thriller game in Unity.

## SKILLS

### *Product Design*

HTML/CSS, Figma, InVision, Adobe Creative Cloud, Blender, Autodesk Fusion 360, pen + paper

### *Programming/Data*

Python, Java, R, C#, JavaScript, SQL, PHP, React, Unreal Engine 4, Unity, Node.js, D3.js, Arduino, Processing

## COURSEWORK

Data Analytics for Information Science  
Object-Oriented Prog. and Data Structures  
Data-Driven Web Applications  
Visual Imaging in the Electronic Age  
Human-Computer Interaction Design  
Rapid Prototyping and Physical Computing  
Design and Programming for the Web  
Designing Technology for Social Impact  
Trends in Web Development

## PROJECTS

### **CanvasController:** *Accessible Art*

Spring '20

Designed and prototyped assistive digital drawing tool with Arduino, Processing 3 and rapid prototyping hardware.

### **VR Voyager:** *Virtual Reality Design*

Spring '20

Designed and developed Virtual Reality world for young learners using Figma and Unreal Engine 4. Won Northrop Grumman Prize for Most Reliable Hack.

### **Forsight:** *Accessible Design App*

Fall '19

Designed and developed educational web app promoting accessibility in User Experience design. Won Bloomberg Prize for Best Hack for Social Good.