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EDUCATION

Cornell University, College of Arts & Sciences, Ithaca, NY

Aug 2023–May 2027

B.A., Information Science & Psychology; *Concentrations in User Experience & Cognition*

GPA: 4.219/4.3; Phi Beta Kappa; Foreign Students Scholarship; Endowed Scholarships

Relevant Coursework: Human-Computer Interaction (A) • Digital Product Design • Web Development (A+)** • Computer-Mediated Communication* • Communication & Technology (A+) • Learning Analytics* • Human Perception: Application to Computer Graphics (A+) • Python (A)** • Data Science (A+) • Statistics & Research Design (A)

* In progress; ** Teaching Assistant for the course

RESEARCH EXPERIENCE

Communication and Collaborative Technologies Lab, Ithaca, NY, *Research Assistant*

Feb 2025–present

- Work with faculty, a PhD student, Master of Engineering students, and other research assistants to develop **XPLAIN**, a proactive AI-supported communication tool for non-native English speakers in video conferencing.
- Design 3 features: real-time clarifications of unfamiliar terms, contextually relevant suggestions, and concise live summaries, alongside content for proficiency-based scaffolding and language-switching interactions in Figma.
- Conduct 15 in-person Wizard-of-Oz usability testing studies; code behavioral data (e.g., disfluencies, gaze, interaction) from 35 user study video recordings; conduct thematic analysis from 14 interview sessions in ATLAS.ti.
- Analyze and visualize survey and qualitative data in R to identify usability issues and performance tradeoffs.
- Find ~30% fewer misunderstandings, ~40% improved alignment, 25% faster decision-making, 22% higher conversational engagement, and 30-80% perceived efficiency gains over reactive support after using XPLAIN.

PROJECTS

Reposet, Human-Computer Interaction (A)

Aug–Dec 2025

- Designed a context-aware clothing app supporting low-effort outfit planning, clothing rotation, wardrobe visibility, and motivated sustainable reuse.
- Conducted contextual interviews and affinity diagramming to synthesize insights and create a persona.
- Created 15 brainstorming sketches and composed 4 scenarios, 4 storyboards, and an information architecture.
- Created paper-prototype flows and a mid-to-high-fidelity Figma prototype covering context-aware outfit suggestions, a visual digital closet map, adaptive packing lists, outfit photo check-ins for rotation tracking, a motivational bear mascot with rewards, and lightweight wardrobe update flows.
- Planned and ran usability testing and heuristic evaluations, analyzing think-aloud feedback and task breakdowns to refine user interface design, features, and interaction flows.

Cross-Cultural Healthcare Communication, Computing & Global Development (A+)

Aug–Dec 2025

- Interviewed 13 international students, healthcare providers, and translators-interpreters to identify communication gaps, limitations of current technological tools, and design opportunities for better support in U.S. healthcare.
- Proposed design opportunities such as real-time medical glossaries, pre-visit preparation tools, multimodal symptom expression (sliders, body maps, visuals), and health-focused conversational AI.

Duolingo Note-Taking Case Study, Digital Product Design

Feb–May 2025

- Designed an in-app note-taking feature in Figma to support vocabulary and grammar retention.
- Conducted 3 user interviews; brainstormed solutions through competitive analysis, opportunity areas analysis, SWOT analysis, and feasibility/impact matrices.
- Built high-fidelity prototypes with integrated flows for note entry, categorization, unit-based organization, reminders, and smart sorting to recommend notes for review based on mistake frequency and note length.

Community Events, Web Development (A+)

March–May 2025

- Built a React application for a community events platform that enables users to browse, filter, search, and RSVP to events, using reusable components for event cards, modals, and live search with asynchronous data loading.
- Implemented a RESTful Express.js API backed by MongoDB, supporting CRUD operations, category filtering, text-based search, and RSVP endpoints, and integrated it with the frontend via structured JSON responses.

SKILLS, TOOLS & EXTRACURRICULAR ACTIVITIES

Skills: Contextual Interviews, Affinity Diagramming, Competitive Analysis, Scenario Mapping, Storyboard Sketching, Design Systems, Wireframing, Interaction Design, Visual Design, Prototyping, Heuristic Evaluations, Usability Testing

Tools: Figma, JavaScript, React, Node, Express, MongoDB, HTML, CSS, GitHub, Python, R, ATLAS.ti, Qualtrics

Extracurricular activities: Women in Computing at Cornell (Former Faculty Relations Director) • Information Science Student Association (Member) • Translator Interpreter Program (Volunteer)