

EDUCATION

**Barnard College,
Columbia University**
New York, NY
2018 - 2022
GPA: 3.81
B.A. Computer Science

SKILLS

Wireframing
Prototyping
User research
Usability testing
Branding
Illustration
Graphic design
Sketching
User flows
Affinity diagrams

TOOLS

Sketch
Figma
Adobe XD
Framer
Balsamiq
Miro

Photoshop
Illustrator
InDesign

PROGRAMMING

HTML/CSS
JavaScript
jQuery

Python
Java
C/C++
Git

COURSES

Contextual Design
Drawing / Painting
Psychology
Data Structures
Advanced Programming

EXPERIENCE

Columbia Daily Spectator, Product Designer

October 2020 - present

- Design digital products created by Columbia University's newspaper with 8 product designers, a product manager, and developer teams

Columbia Virtual Campus

Design Lead, September 2020 - present

- Lead and mentor 6 junior designers, communicate with 3 developer teams and 1 marketing team
- Optimize website interface and experience through design iterations, using an MVP approach

UX Designer, April 2020 - September 2020

- Prototype designs of a website dedicated to remote Columbia University events and resources that receives 200 unique views/week
- Provide feedback on design iterations with 7 other designers
- Conduct user research testing and create illustrations

Ferns, UX Designer

May 2020 - present

- Prototype designs of a mobile app, Ferns, which gameifies socializing
- Code designs in HTML/CSS/JavaScript and ship designs to 1 backend developer
- Develop design system, visual identity and branding

PROJECTS

Asian Academic Quizbowl Alliance, Web Design and Development

June 2020 - present (in progress)

- Wireframe and prototype 6 website pages for an academic competition organization, including visual identity and graphics
- Manage design system and iterate designs according to feedback from AAQA committee

Just Design Designathon, UX Designer

September 2020

- Designed a hi-fidelity prototype of Snowball, a website connecting students to nonprofit volunteer opportunities, in a 48-hour designathon with 3 teammates

ACTIVITIES

4x4 Magazine, Visual Editor

February 2020 - present

- Design and typeset magazine layout using Adobe InDesign
- Promote literary community events by designing social media flyers

STEM League, Student Mentor

June 2020 - August 2020

- Taught a remote web development curriculum for 6th-10th graders focusing on HTML/CSS and JavaScript
- Created a workshop teaching students to prototype in Figma